Disney News

OFFICIAL MAGAZINE FOR MAGIC KINGDOM CLUB FAMILIES

WINTER 1973-1974

Disney News
OFFICIAL MAGAZINE FOR MAGIC KINGDOM CLUB FAMILIES
WINTER 1973-1974

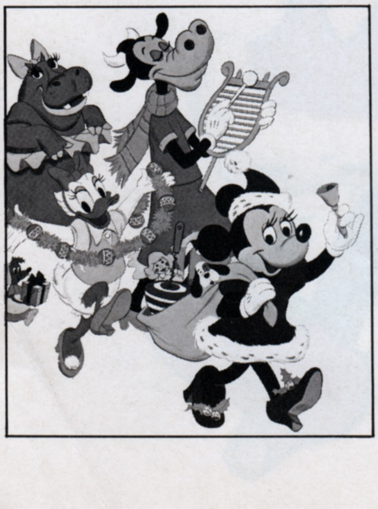
Vol. 9, No. 1
Dec. 1973, Jan., Feb. 1974

Editor—Jo Jac Bludworth
Ass't. Editor—Beverly Ricks
Art Director—Paul Brewer

CHANGE OF ADDRESS
The Post Office will not forward copies, and we cannot send duplicates of copies that go astray. So please give us at least four weeks notice when changing your address. Preferably send address label from back issue, but always include both old and new addresses and zip codes, to DISNEY NEWS, 1313 Harbor Boulevard, P.O. Box 3310, Anaheim, California 92803.

SUBSCRIPTION PRICE
In the United States: $1.00 for one year (4 issues) or $2.00 for three years (12 issues). Outside the United States: $2.00 for one year (4 issues).
©1973 Walt Disney Productions.
DISNEY NEWS is published four times yearly by Walt Disney Productions, Disneyland Division. All rights reserved. Reprint of material only upon written approval of the copyright owner, 1313 Harbor Boulevard, Anaheim, California 92803.

COVER STORY: 'Tis the season to be jolly, and Walt Disney's animated animal heroines enter into the spirit of the holidays with a Christmas celebration of their own. For more about these resourceful ladies and their contribution to successful Disney films, see story beginning on page 2.



Lake Buena Vista Village Townhouses

THE FIRST COMMUNITY IN WALT DISNEY WORLD

It's mid-October and I've just returned to California from Walt Disney World where I stayed in one of Lake Buena Vista's luxurious new Village Townhouses. It was an unforgettable experience.

Lake Buena Vista is a totally new concept in "second home" living. Quietly nestled in a colorful Florida setting, this new Walt Disney World community is located on a lush, green 4,000 acre site, less than 10 minutes away from the Magic Kingdom theme park. The abundance of land is evident in a sense of spaciousness, large recreation areas, and a rich natural landscape—virtually unmarred by roads and automobiles.

Automobile use will be sharply curtailed by keeping all through-traffic on the perimeter of the community. Inside the recreation and residential areas, all roads are private. It will be possible for residents to go to all the important places within Lake Buena Vista—clubhouse, shopping, recreation—without using an automobile, via a system of waterways, pathways, and trails. These pathways will be the "main street" of the community.

Most Townhouses have at least one side opening onto a major open space; a lake, a waterway, or the woods. These are not houses "along a street" with paths to the park; they are houses *within* and a part of the park. The idea is to try to make the house a part of the natural environment, with the possibility of seclusion, while it is part of an active, vital community—in other words, to offer a sense of community *and* a sense of privacy. Pervading theme is the dominance of the natural landscape and living with nature.

Inspired by the sunny and ever-bright Florida environment, Academy Award winning designer, Emile Kuri, has decorated the Townhouse interiors with a wave of contemporary colors . . . highlighted with elegant and artistic accessories. Perhaps best known for his work in motion pictures (he's won two "Oscars"), my friend Emile has created many of the fantastic interior settings for Disneyland and Walt Disney World. To his design talents, Emile's staff has added Disney know-how and flair. The result is a choice of exciting interiors . . . perfectly suited for the Village Townhouses . . . and suited perfectly to your comfort and enjoyment.

Unique to business and family communities, Lake Buena Vista offers exclusive Residential Hostess Service to Townhouse residents and guests. Whether you are meeting with business associates or vacationing with the family, our hostess will assist you with any request: information on church services, shopping, travel, air departure times, scheduled sports and cultural events, registered nurses, road maps or stock brokerage houses.

Just say the word, and it will all be awaiting your arrival . . . a car for your personal use . . . Magic Kingdom theme park ticket books . . . guided tours through the Magic Kingdom . . . starting times on our Magnolia, Palm, or Buena Vista Club golf courses . . . even flowers or gifts personally delivered to your Townhouse with your suggested card or message. Dinner reservations are yours for the asking . . . at the Polynesian Village, the Contemporary Resort or the new Walt Disney World Golf Resort Hotel . . . or perhaps you prefer an evening meal or cocktail party specially catered in your Townhouse.

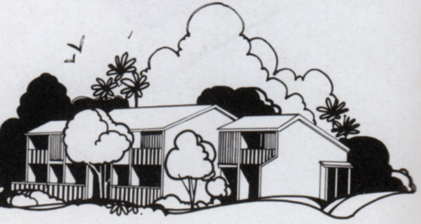
Our hostess will also set up your business meetings. She'll even arrange for a conference room in one of Walt Disney World's hotels, space permitting . . . she'll assist in catering breakfast, mid-morning coffee, lunch, dinner or cocktails . . . make arrangements for chauffeured limousines or rental cars, audio-visual equipment, secretary for dictation, notary public or photographer! Hostess service is provided seven days a week. Costs incurred in the execution of a request can be billed to your Townhouse account.

For golfers, the private Buena Vista Club will embrace many of the social and recreational activities of the community. Already available for play is an outstanding 18-hole golf course. Coming is a multi-purpose clubhouse, clubhouse pool, and tennis courts. The club's golf course was designed by Joe Lee, who has created some of Florida's finest courses . . . including the spectacular Magnolia and Palm championship layouts in adjoining Walt Disney World. The Buena Vista Club offers social and golf memberships. Initiation fee and social membership are included in your Townhouse lease.

Maybe it's the freeways, or the smog, or the mad pace "out west" . . . I'm not sure . . . but I was truly impressed with Lake Buena Vista. Good air, sunny skies, warm nights, and a leisurely life-style. Great place for a second home!

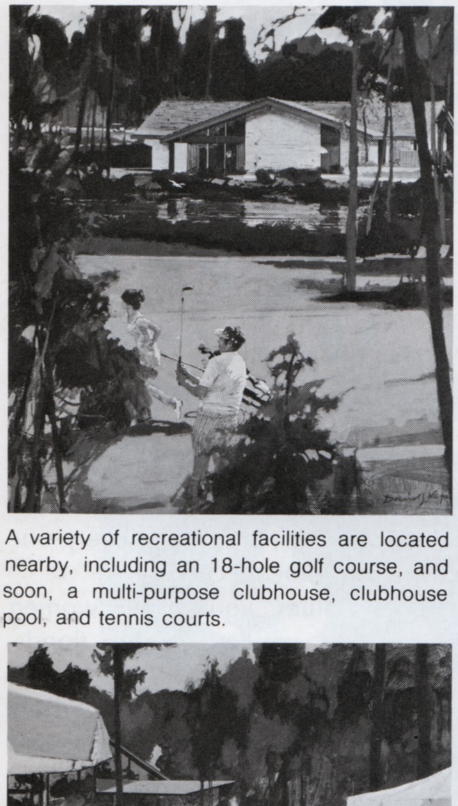
For additional information, write or phone, Walt Disney's Magic Kingdom Club, P.O. Box 40, Lake Buena Vista, Florida 32830, (305) 828-3333.

Milt Albright
Executive Director
Magic Kingdom Club

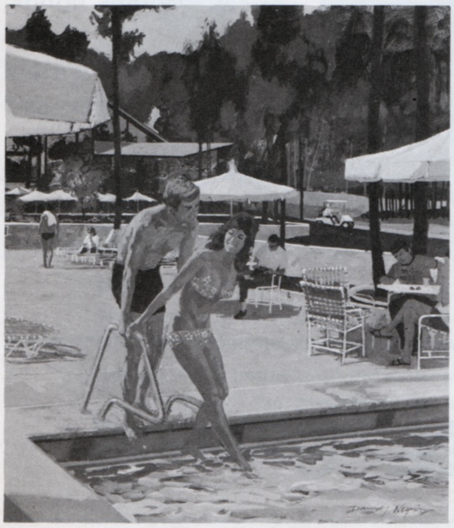


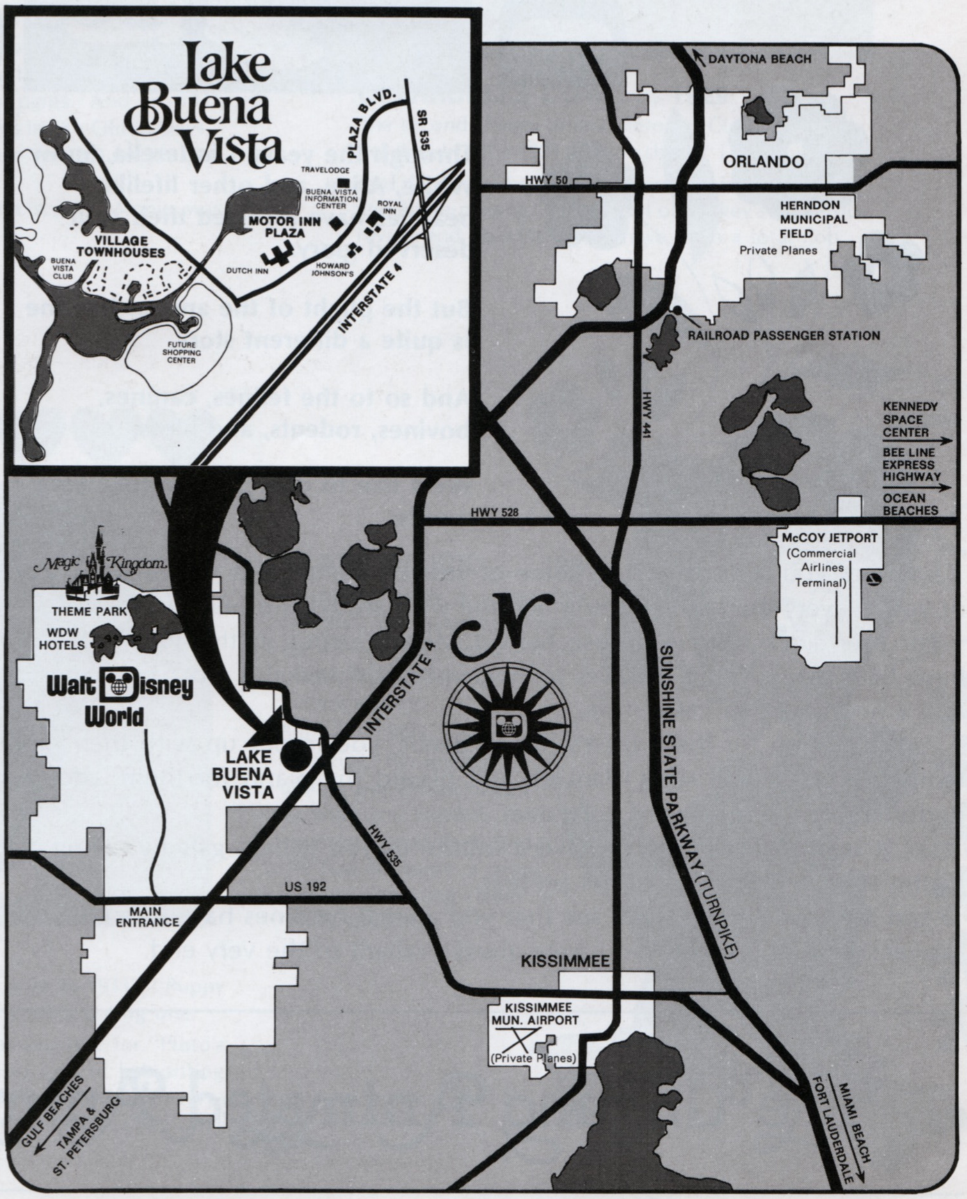
Lake Buena Vista is a totally new concept in "second home" living.

Luxuriant Townhouse interiors by Academy Award winning designer, Emile Kuri.

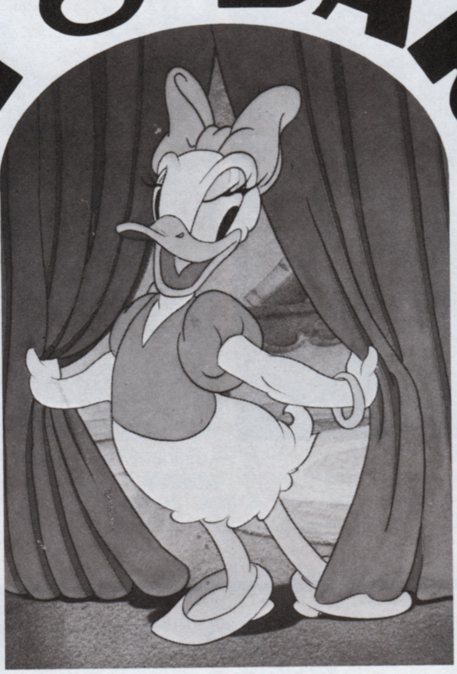


A variety of recreational facilities are located nearby, including an 18-hole golf course, and soon, a multi-purpose clubhouse, clubhouse pool, and tennis courts.




Lake Buena Vista
PLAZA BLVD.
SR 535
TRAVELODGE
BUENA VISTA INFORMATION CENTER
ROYAL INN
MOTOR INN PLAZA
VILLAGE TOWNHOUSES
BUENA VISTA CLUB
DUTCH INN
HOWARD JOHNSON'S
INTERSTATE 4
FUTURE SHOPPING CENTER
DAYTONA BEACH
ORLANDO
HWY 50
HERNDON MUNICIPAL FIELD
Private Planes
RAILROAD PASSENGER STATION
HWY 441
KENNEDY SPACE CENTER
BEE LINE EXPRESS HIGHWAY
OCEAN BEACHES
HWY 528
McCOY JETPORT
(Commercial Airlines Terminal)
Magic Kingdom
THEME PARK
WDW HOTELS
Walt Disney World
N
INTERSTATE 4
LAKE BUENA VISTA
SUNSHINE STATE PARKWAY (TURNPIKE)
HWY 535
US 192
MAIN ENTRANCE
KISSIMMEE
KISSIMMEE MUN. AIRPORT
(Private Planes)
GULF BEACHES
TAMPA & ST. PETERSBURG
MIAMI BEACH
FORT LAUDERDALE

DISNEY'S DARLINGS



Through the years, Cinderella, Snow White, Alice, and other lifelike beauties have received their well-deserved glory.

But the plight of the animal heroine is quite a different story.

And so to the felines, canines, bovines, rodents, and birds,

We'd like to dedicate the following words:

Some of you are camp. And some of you are vamps. But whether you are feathered or furry, each and every one of you is every inch a heroine—a heroine who always did her best to make the cartoon a total success.

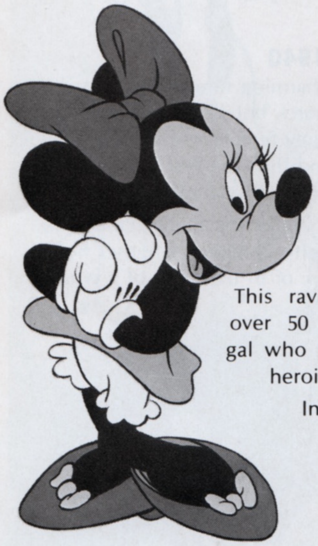
For ever since Minnie Mouse helped Mickey debut in the 1928 talkie, "Steamboat Willie," you Disney women have been working for decades to help men "thicken the plot" by being saved from fires, gorillas, bandits, floods, and a bevy of other calamities.

And in return for these men's heroic deeds, you've put up with their numerous antics and soothed their terrible tempers. You've also sung, danced, and played the piano for them, added a touch of romance to their lives, and performed many rescues of your own.

So, it seems only fitting to have a tribute to you gallant gals by taking a trek from the land of cartoon nostalgia to the animated features of the present.

And then, perhaps, all will see that you animal heroines have one common trait. For whether you were a mother, a sweetheart, or a friend—you were always valiant to the very end.

The Unsung Animated Animal Heroines



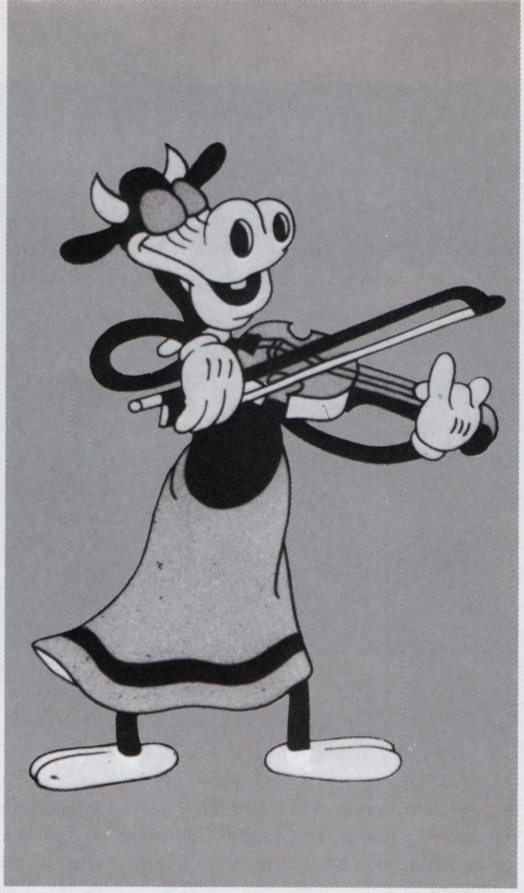
MINNIE MOUSE . . . 1928

This ravishing rodent has appeared in over 50 cartoon shorts. And she's the gal who paved the way for other animal heroines.

In her earlier pictures, Minnie had a rather wild time—being plagued by villains and disasters of every proportion. But by the early 30's, she proved to be a most versatile actress.

She saved Mickey at least twice by pouring hot coals down Pegleg Pete's pants. And in 1933, Minnie portrayed a most convincing princess in "Ye Olden Days," not to mention her charming performance in 1941 as an old-fashioned belle in the "Nifty Nineties."

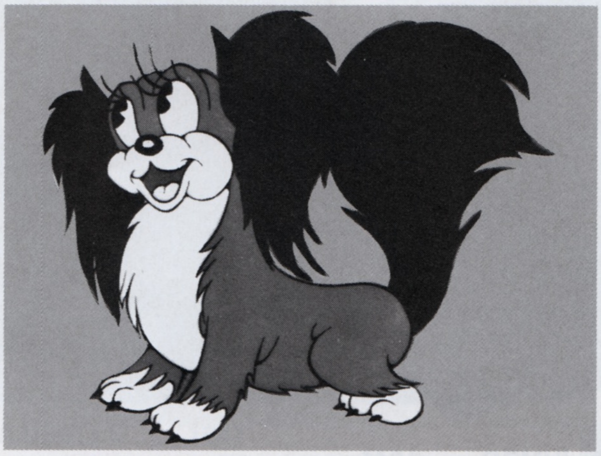
So, no matter the role, the time, or the scene, Minnie was always a true movie queen.



CLARABELLE COW . . . 1929

The second Disney animal heroine, Clarabelle made her debut in the 1929 cartoon short, "The Plow Boy."

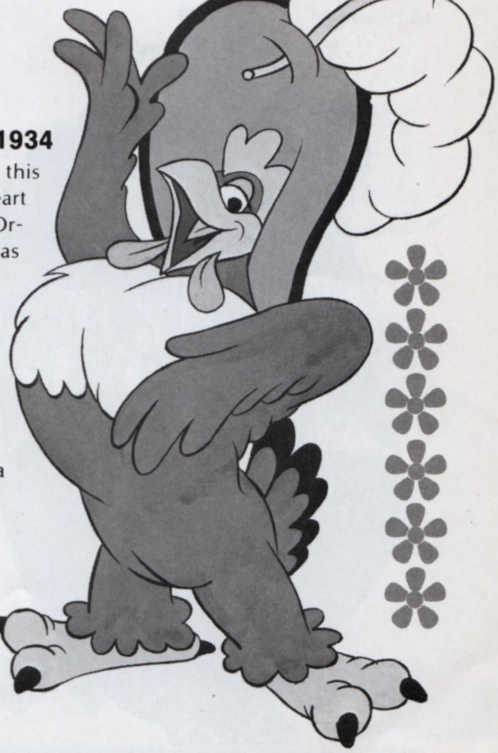
And if it hadn't been for this barnyard beauty's piano- and fiddle-playing talents, most of Mickey's numerous revues and benefits would have been a total flop.



FIFI . . . 1933

This canine cutie first set Pluto's heart afire in 1933's "Puppy Love." And their relationship promised to be a lasting one.

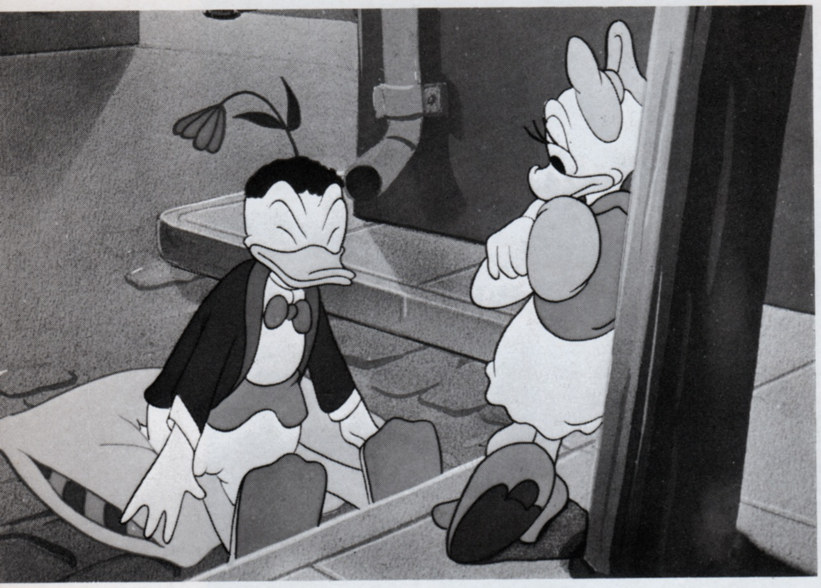
But when Fifi returned to the silver screen in 1937 for "Pluto's Quin-Puppies," she gave Pluto the simple task of babysitting the pups for a few hours, only to return home and find everything topsy-turvy. So Fifi learned early in life that you just can't trust a male.



CLARA CLUCK . . . 1934

A chicken with a voice, this talented lady sang her heart out in her 1934 debut, "Orphan's Benefit." And she was quite a smash.

But in 1937's "Mickey's Amateurs," her singing reputation was almost ruined by Mickey's inability to organize a good show, and she had to suffer a great deal of heckling from a rowdy audience.



DAISY DUCK . . . 1937

Always dedicated to the best interests of Donald in cartoon after cartoon, Daisy tried to curb his terrible temper. And she usually kept her cool despite his many antics.

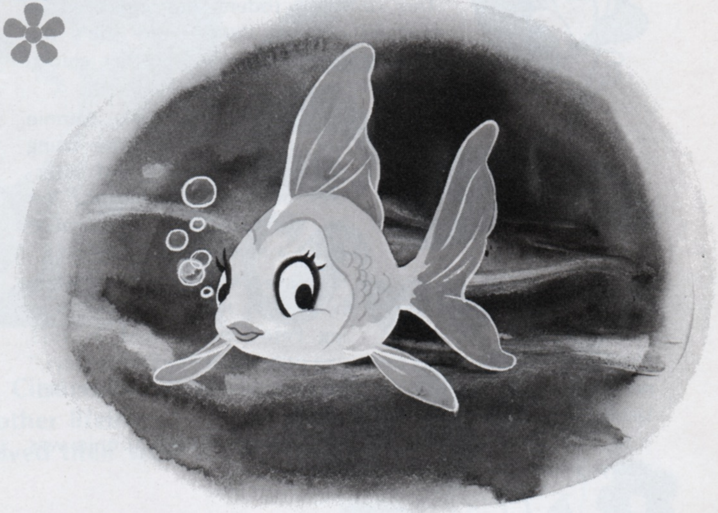
But in the 1947 cartoon "Sleepy Time Donald," when Donald sleepwalked all the way to Daisy's house, this patient lady walked him all the way home and tucked him into bed, only to have him wake up and accuse her of sleepwalking.

So unable to hold back any longer, Daisy gave her beau a big whack. And who could blame her?

CLEO . . . 1940

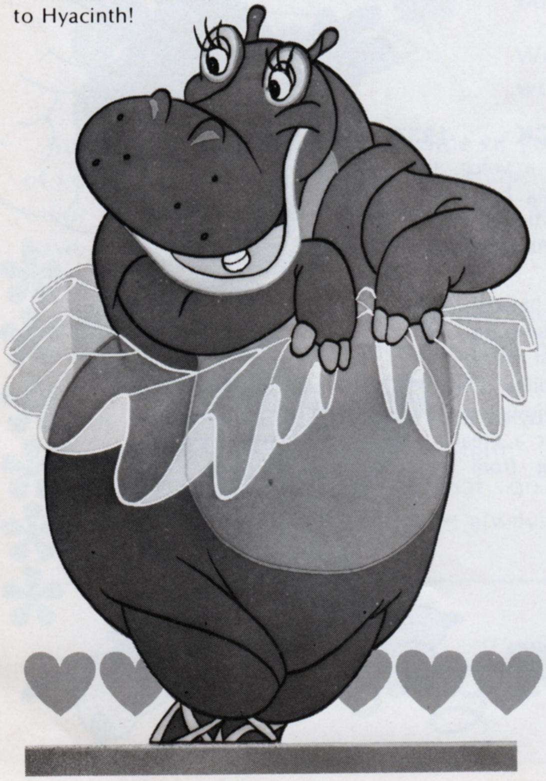
Actually, this charming female fish was in a few cartoon shorts, but she is best known for being the only female animal in "Pinocchio," and thus the first heroine to star in a full-length animated feature.

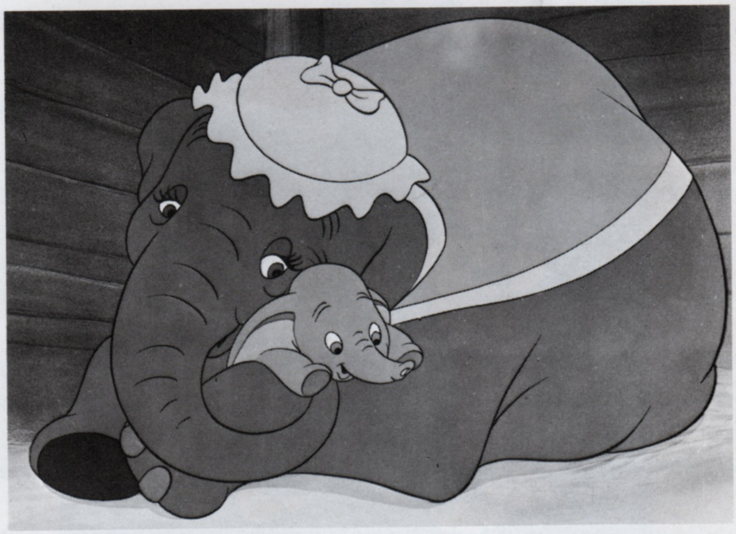
Terribly stable, unlike the flighty Pinocchio, Cleo kept Gepetto company whether he was in his workshop, or in the belly of a whale.



HYACINTH HIPPO . . . 1940

Some may not consider this "Fantasia" female a heroine. But any four-ton lady that can gracefully tiptoe through the ballet, "Dance of the Hours," deserves a lot of credit. So, hats off to Hyacinth!

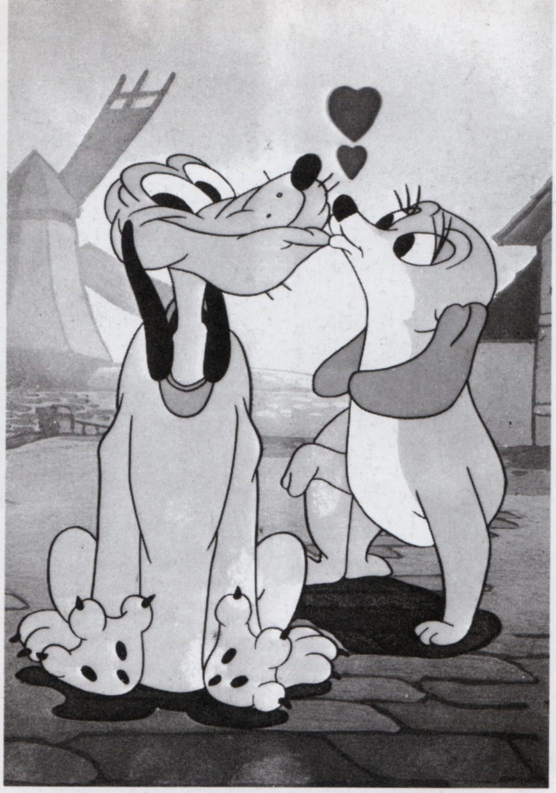




MRS. JUMBO . . . 1941

After going into a rage when others teased her son about his oversized ears, Mrs. Jumbo became the first Disney heroine to be jailed.

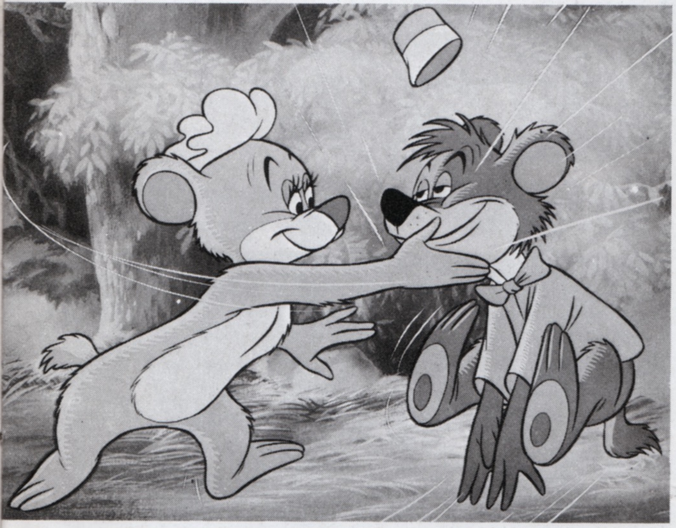
But the worst indignity of all was being termed a "mad elephant" for merely expressing an opinion.



DINAH . . . 1942

Fickle Pluto's "other" flame, Dinah, made her debut in 1942's "Sleepwalker."

But Dinah's most heroic performance was in the 1946 cartoon, "In Dutch," where she saved a Dutch town from flooding by using her petite paw to plug a leak in the dike while Pluto merely ran for help.



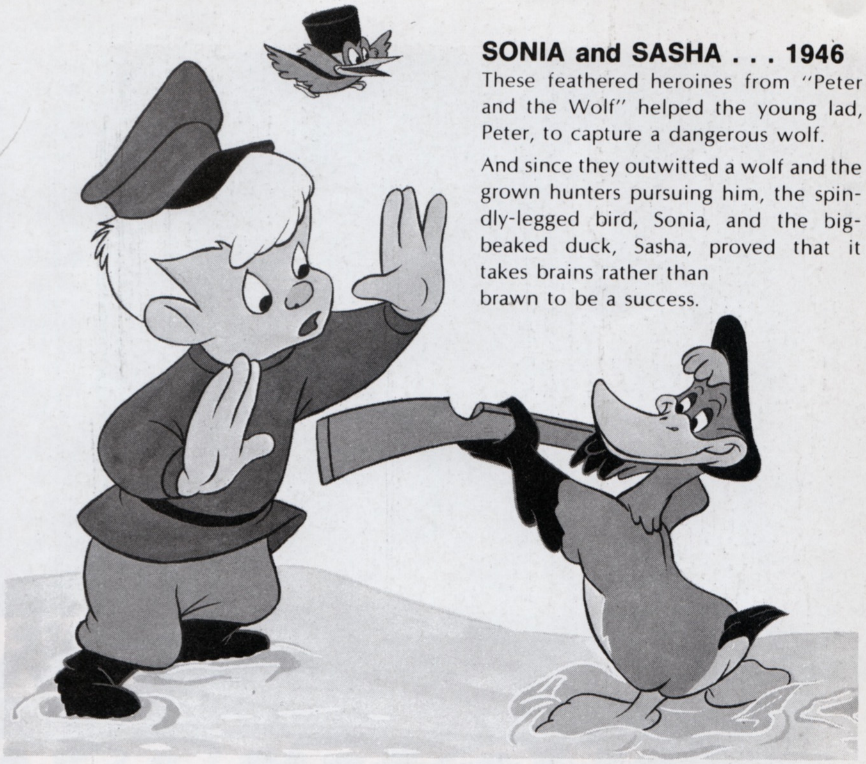
LULUBELLE . . . 1947

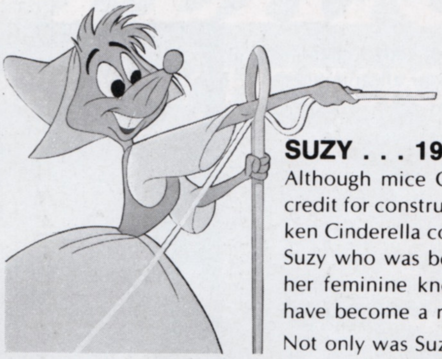
The female heroine of "Bongo" from "Fun and Fancy Free," Lulubelle had to initiate the romance between Bongo and herself by giving him the slap that means "I love you" in circus-bear lingo. And, although it took him a while to get the message, Bongo finally figured it out.

SONIA and SASHA . . . 1946

These feathered heroines from "Peter and the Wolf" helped the young lad, Peter, to capture a dangerous wolf.

And since they outwitted a wolf and the grown hunters pursuing him, the spindly-legged bird, Sonia, and the big-beaked duck, Sasha, proved that it takes brains rather than brawn to be a success.





SUZY . . . 1950

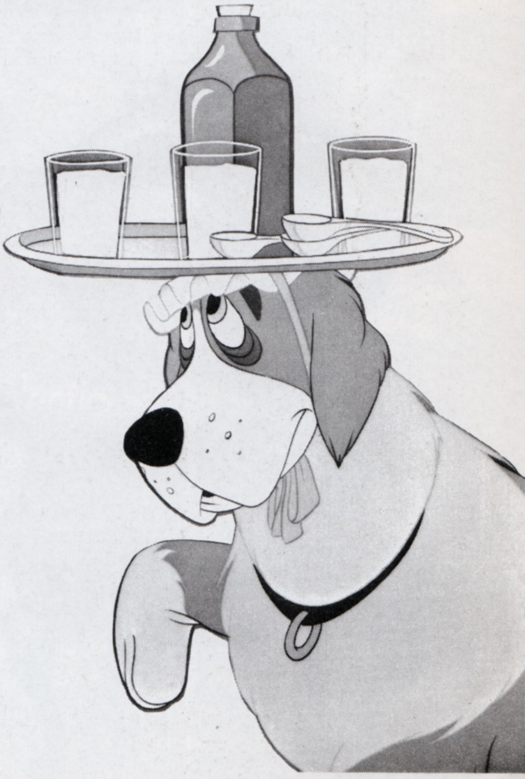
Although mice Gus and Jaq usually received the credit for constructing a dress so that the heartbroken Cinderella could attend the Palace Ball, it was Suzy who was behind all the action. For without her feminine know-how, the dress would never have become a reality.

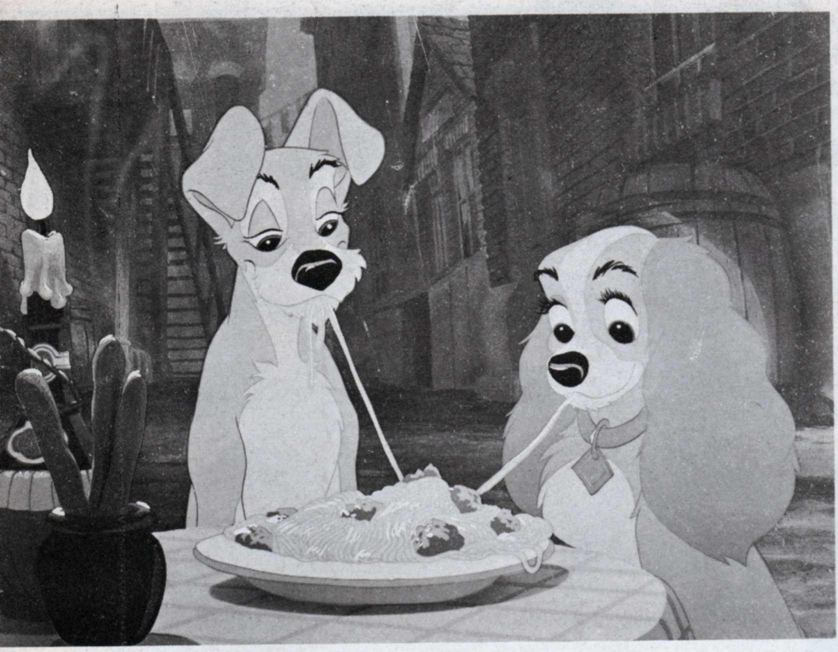
Not only was Suzy a talented seamstress, she also was a valuable friend.

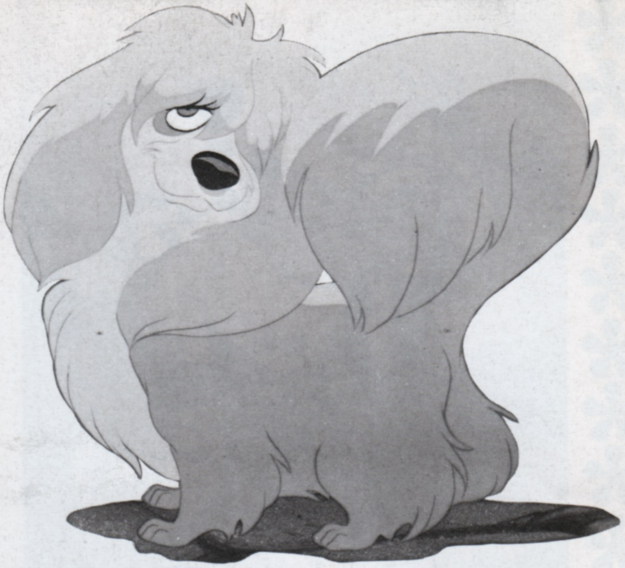
NANA . . . 1953

The hard-working nursemaid for the three Darling children from "Peter Pan"—John, Wendy, and Michael—Nana was not even able to enjoy a brief midnight vacation to "Never-Never-Land."

Michael did try to help her fly, however, by throwing magic dust on her coat, but the poor pooch could only fly as far as her chain allowed.



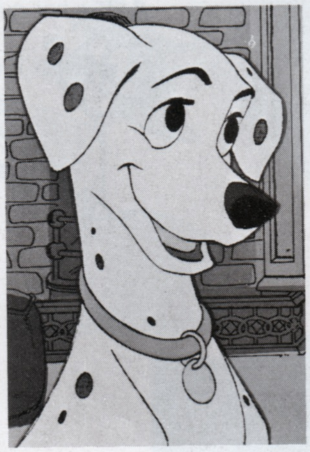




PEG . . . 1955
A real vamp, this "Lady and the Tramp" co-star, despite the fact that she was constantly hurled in and out of dog pounds, could still belt out a great tune.

LADY . . . 1955
A true heroine from "Lady and the Tramp," Lady endured such ghastly ordeals as cats, pounds, and muzzles. And she always justified her name, no matter what the crisis.

But perhaps the most noble aspect of Lady's character was her ability to see the best in all animals—whether they were ladies or tramps.

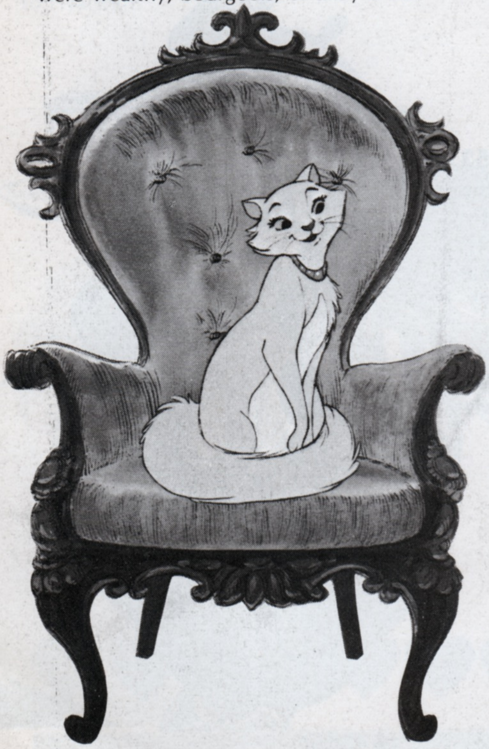


DUCHESS . . . 1970
This feline heroine from the "Aristocats," used to living in the lap of luxury, had to learn to "rough it" when she and her three kittens were kidnapped by the scheming butler, Edgar.

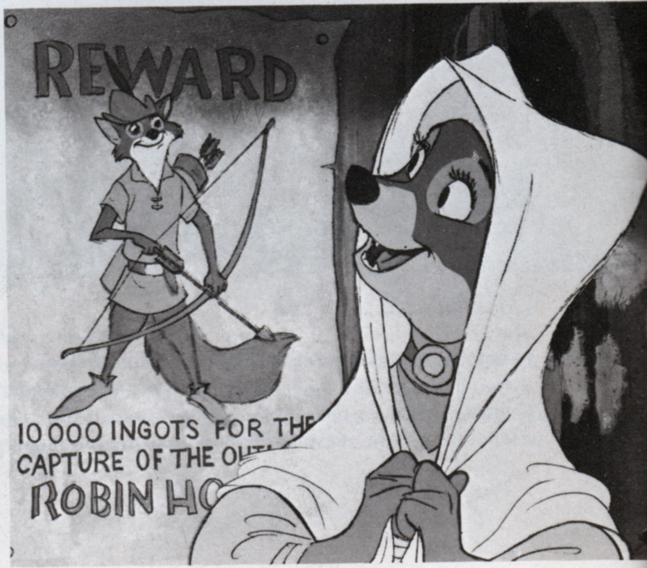
Like Lady, Duchess always upheld her name. And she, too, saw the best in everyone whether they were wealthy, bourgeois, or alley-bred.

PERDITA . . . 1961
As if being the mother of 15 pups wasn't enough work in "One Hundred and One Dalmatians," Perdita had to turn detective when her children were stolen by the evil Cruella de Vil.

And in the end, when all her offspring were found, the thanks Perdita received was 86 more pups to feed.



MAID MARIAN . . . 1973
This latest animal heroine from "Robin Hood" is quite a "foxy" vixen. And Maid Marian upholds the Disney female tradition of valor by proving that neither time nor money can alter the course of true love. For she leaves the castle to live in the wood, just to be near Robin Hood.



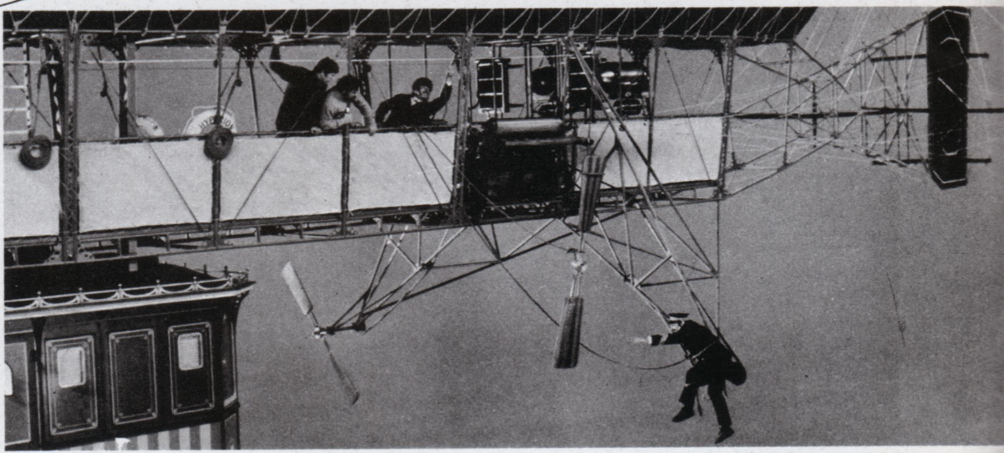
THE HYPERION

A CHARIOT OF MYTHIC PROPORTIONS

On the Set of Walt Disney Productions' "The Island at the Top of the World"

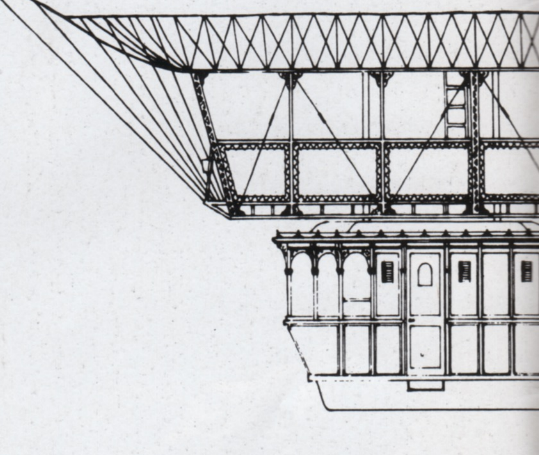
Hyperion, according to Greek mythology, was one of twelve titans who ruled the heavens long before the gods scaled Mount Olympus. Supernaturally strong, gigantic in size, Hyperion appeared to mortal eyes as the sun flashing across the skies in a chariot of dazzling brightness.

In "The Island at the Top of the World," Walt Disney Productions' epic adventure about four polar explorers who discover a lost land inhabited by a colony of Vikings in 1908, Hyperion emerges once again as a name to be reckoned with—albeit in ways that would have stupified the ancient Greeks.



Captain Brieux (Jacques Marin) dangles precariously in space as he attempts to fix a damaged propellor on the "Hyperion" while in flight.

David Hartman, holding the poodle, Josephine, Jacques Marin, at the wheel, and Donald Sinden react in different ways as the "Hyperion" makes her maiden voyage to the Arctic Circle.



For production designer Peter Ellenshaw and special effects directors Alan Maley, Eustace Lycett, and Danny Lee, cinematic wizards who have managed flying brass beds and an umbrella-propelled nanny with Oscar-winning aplomb, the foremost challenge of the film now in production was the creation of a vehicle that, realistically, could have reached the North Pole at the turn of the century.

"The men travel in a great flying ship, but what kind?" Ellenshaw said. "That was our job, to invent one."

And so, months before the actual filming could begin, skilled Disney artists and designers launched project "Hyperion." But where to begin? Aeronauts in 1908 had no airship capable of reaching the North Pole. It would have to be powerful yet maneuverable, buoyant though loaded with four men and supplies, and, most important, of a design consistent with then-existing energy and material resources.

Hundreds of drawings were made, researchers mined aeronautical archives for technical details of early airships, and engineering experts tested and retested theories and designs. Finally, after months of painstaking labor, production designer Ellenshaw and his staff introduced the truly formidable "Hyperion," a 220-foot, motor-driven tapered dirigible titan. Suspended from its rose-colored balloon were a canvas-covered catwalk containing machinery and supplies and a gondola replete with pilot's room and passenger quarters.

"Our idea was to design an original airship somewhere between a balloon and a Zeppelin," said Ellenshaw. "An airship that feasibly could have flown to the North Pole. The 'Hyperion' is airworthy. We had two pilots of the Goodyear blimp check her out. They told us she'd fly."

In the film, Captain Brieux, played by French star Jacques Marin, has no doubt of the capabilities of his giant airship although his plans for its world debut differ from those of British financier Sir Anthony Ross, played by Donald Sinden.

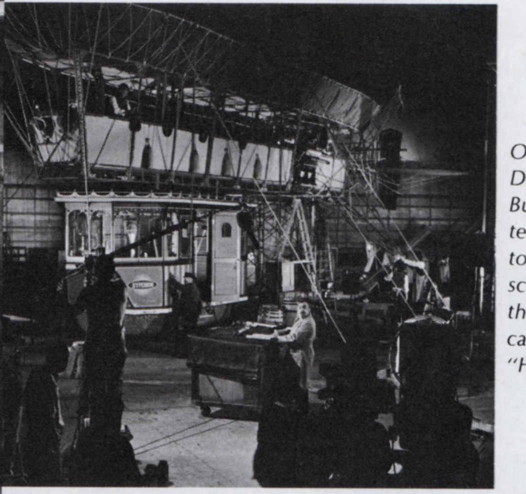
Sir Anthony, accompanied by American archaeologist, John Ivarsson (David Hartman), and Eskimo guide, Oomiak (Mako), compels the designer of the "Hyperion," which he has financed, to pilot the group on a dangerous mission into the arctic wilderness in search of his lost son. They find more than they bargained for when a storm carries them to a mysterious, time-forgotten island at the top of the world occupied by a colony of Vikings.

Although the "Hyperion" doesn't receive the world-wide acclaim envisaged by its designer, Captain Brieux, it more than proves its worth and credibility during the course of the film. Buffeted by ferocious winds, threatened by dangerous snow-covered mountain peaks, smashed by jagged rocks, and pierced by flaming arrows, still it saves the day by collapsing on the Godi, the Viking villain of the piece.

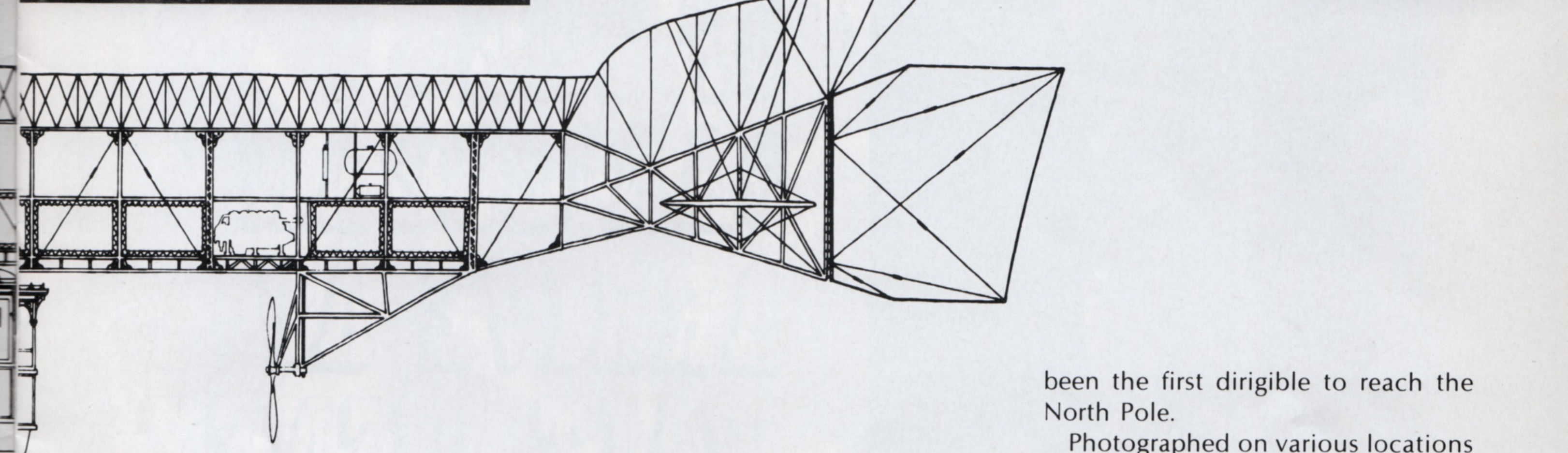
"We built three separate miniatures of the 'Hyperion' for the external action shots," explained special effects director Danny Lee. "For the long shots, we used a 1/25-inch-scale ship, and for closer shots, we used 1/2-inch-scale miniatures."

On the set at the Disney Studios in Burbank (an enormous sound stage resembling an airplane hangar), two 8-foot-long miniatures of the "Hyperion" rested side by side, temporarily inactive. Complete with catwalks, gondolas, and tiny propellors driven by gasoline engines, the two were identical except that one had a permanently crushed balloon.

Pointing to the partially dilapidated dirigible, Lee explained: "This one is



On the set at Disney Studios in Burbank, technicians prepare to shoot close-up scenes involving the cabin and catwalk of the "Hyperion."



used for the shots after the 'Hyperion' has smashed into the side of the mountain. For the sake of visual continuity, each shot in the film where the damaged 'Hyperion' appears must be exact to the smallest detail."

Lee also indicated a towering snow-covered "mountain," which filled an entire corner of the enormous stage, as the set for the crash of the "Hyperion."

"It usually takes half a day to set up a shot in a difficult sequence," he said. "Everything must be just right—lighting, atmosphere, wiring. Then, when the cameras roll, three or four takes are usually sufficient."

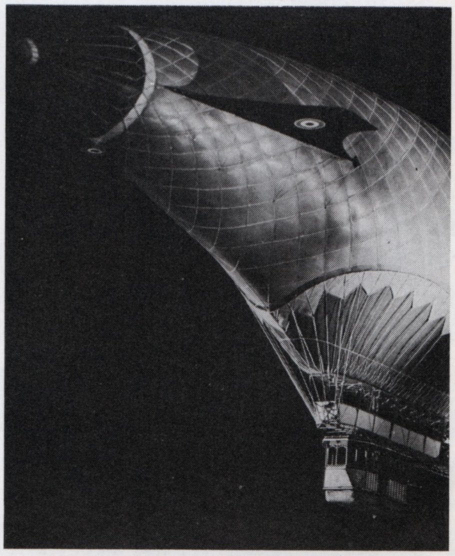
One of the most difficult scenes in the film requires the intrepid Captain Brieux to climb outside the gondola and lower himself from the catwalk to repair a propellor while in flight.

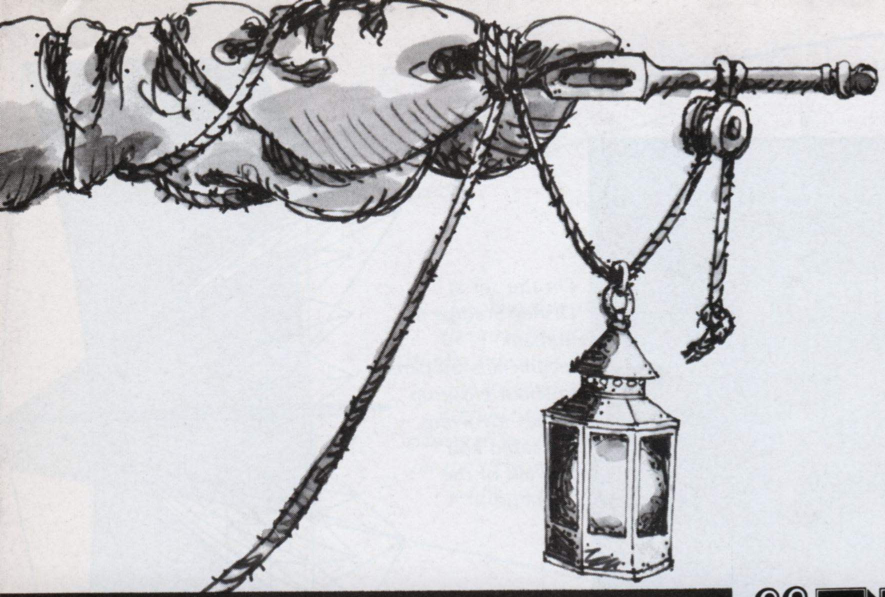
For this and other close-up sequences of the actors on the outside of the ship, a full-scale replica of the "Hyperion" gondola and catwalk were built and suspended by heavy cables from the ceiling of the set. To simulate the swaying movement of the airship, the cables rocked the "Hyperion" like a giant cradle.

A full-scale interior of the gondola, complete with steering wheel, propellor levers, gauges, and intricate instruments for navigation up front and passenger quarters aft, was built and mounted on hydraulic rockers. When the ship hits the storm, careening actors and flying equipment are effected by rockers tilting as much as 30 degrees to either port or starboard.

To the 40 Disney artisans who worked on the "Hyperion" from start to finish, she is a truly fantastic airship, a chariot of mythic proportions. And, they are certain, if she had existed back in 1908, she would have been the first dirigible to reach the North Pole.

Photographed on various locations beyond the Arctic Circle and at Walt Disney Studios in Burbank, "The Island at the Top of the World" is produced by Winston Hibler and directed by Robert Stevenson. Still in production, the film will be released during Christmas of 1974.





Steering into eternity, this skeletal captain warns: "Dead men tell no tales!"

"THE PIRATES OF THE CARIBBEAN" ARRIVE AT WALT DISNEY WORLD

Swaggering, singing, brawling, and bawling "it's a pirate's life for me!," the rowdiest crew of swashbucklers ever to cheat Davy Jones's locker finally have made a spectacle of themselves at Walt Disney World. And a $20-million spectacle at that!

"Pirates of the Caribbean," long one of the most popular attractions at Disneyland, opened its doors in Florida for the first time this December. Located in the brand-new Caribbean Plaza in Adventureland, the new show literally plunges adventurers into the 17th-century world of a Spanish seaport besieged by marauding buccaneers.

Setting the mood for the adventure to come, the Caribbean Plaza marketplace invites guests to wander in and out of tiny shops settled under the red-tile roofs reminiscent of Spanish architecture of years past.

Once through the portals of the new attraction, guests find themselves in the dungeons of "El Castillo"—an ancient Spanish fortress. As they wander past arsenals enroute to the landing dock where their flat-bottomed boats await them, the clank of steel and the occasional cry of a pirate echoes through the passageways.

Flickering lights on the walls of shadowy coves and an ancient ship riding at anchor on a moonlit bay greet all seafarers as they prepare to cast off from the dock. The gentle sound of the surf and the lilting cries of seabirds are punctuated by the raucous laughter of unseen pirate crews, undoubtedly burying their ill-gotten loot.

Once underway, guests immediately find themselves in a misty grotto where a ghostly voice warns: "Dead men tell no tales!" And so it seems to be, for everywhere the eye can see rest haunting skeletons in various stages of repose, some skewered through bony ribs with rusty knives of battles past, others collapsed alongside emptied treasure chests. A seagull, nesting on the cranium of his

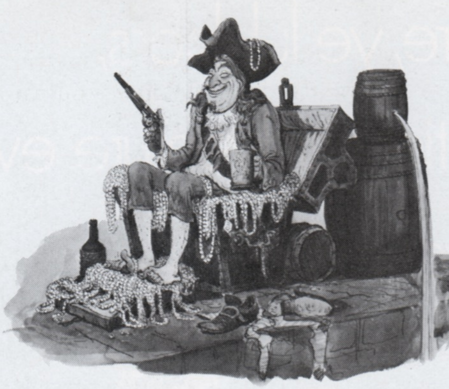
Avast there, ye lubbers,
for the saltiest adventure ever
to shake your sails!

eyeless host, squawks angrily at the passing spectators.

As the boats pass into Hurricane Lagoon, howling winds, rain, and flashes of lightning startle even the most intrepid seafarers. And, as the eye adjusts to the spasmodically illuminated scene, a figure emerges at the wheel of a ship—steering no doubt into eternity, for his bones have lost all earthly thrust.

Suddenly, without warning, passengers plummet into a subterranean grotto and, as they disappear through a narrow cave-like passage, sinister voices warn them to "proceed at your own risk" for "ye may not survive to pass this way again!"

Once done cannot be undone, however. And for better or for worse, visitors who have ventured thus far soon will experience eye-to-eye confrontations with the rowdiest assembly of plundering blackguards since Blackbeard twirled his whiskers in ports of the Spanish Main.



Brought to life through the genius of "Audio-Animatronics" (an electronic system for animating three-dimensional figures), pirates of every description, Spanish grandees and winsome damsels, and a bevy of barnyard and domesticated beasts join together in an incredible recreation of the sack of a port-side town.

Guns thunder and pirates roar as a pirate galleon attacks a Spanish fort. With shells whistling around their heads and fizzles of steam escaping where hot shots hit the water near boats, guests drift through the initial battle for the taking of the town.

"Strike yer colors, ya bloomin' cockroaches!" yells the pirate captain from the afterdeck of his ship.

"Aye! Take that you greengo peegs, you!" answers the Spanish defender of the fort.

The battle still rages as guests pass onto the next scene, where the magistrate of the town is being dunked unceremoniously in a well by pirates who want him to tell where the treasure is hidden.

"Do not tell heem, Carlos!" screams his wife from an upstairs window, hastily closing the shutters as pirates let go a shot in her direction.

Other pirates guard bound townsmen, still in their nightclothes, and one boisterous buccaneer pipes away at his flute, keeping time as the mayor bobs up and down in the well.

In other parts of the city, the pirates are engaged in commerce of a dubious sort and other sport involving the fairer denizens of the city. One scene depicts a gaily bedecked rogue, blithely auctioning off the none-too-reluctant maidens of the town. In the foreground, a gorgeous redhead advertises her own charms, much to the chagrin of her less-endowed sisters.

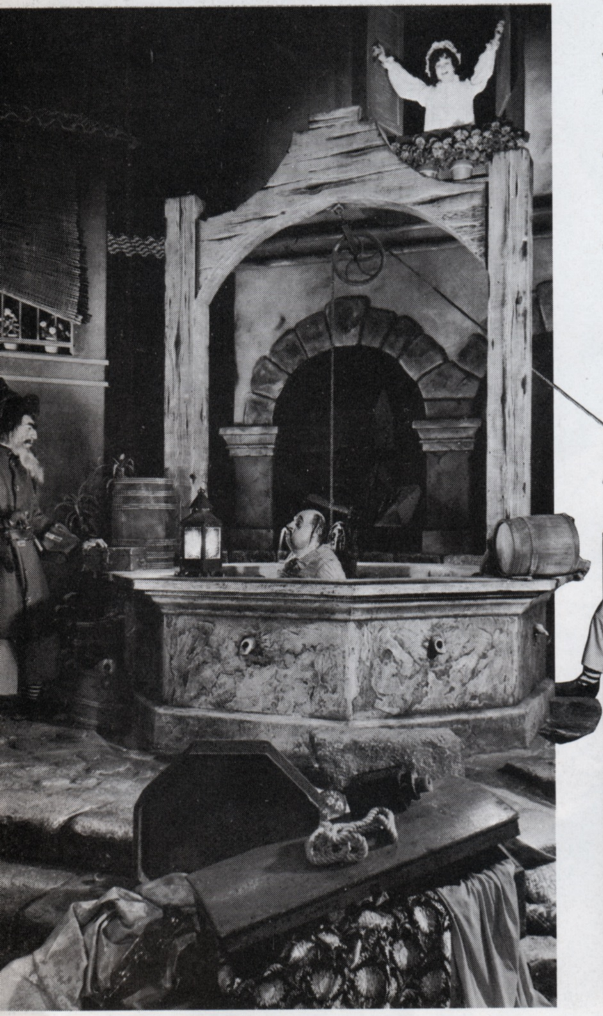
"Strike yer colors ya brazen wench, no need to expose yer superstructure!" orders the salty pirate auctioneer, anxious to unload his less-attractive cargo.

"We wants the redhead! Pipe the redhead aboard!" yell his revelous mates, while goats, chickens, a donkey, and other animals add their comments to the occasion.

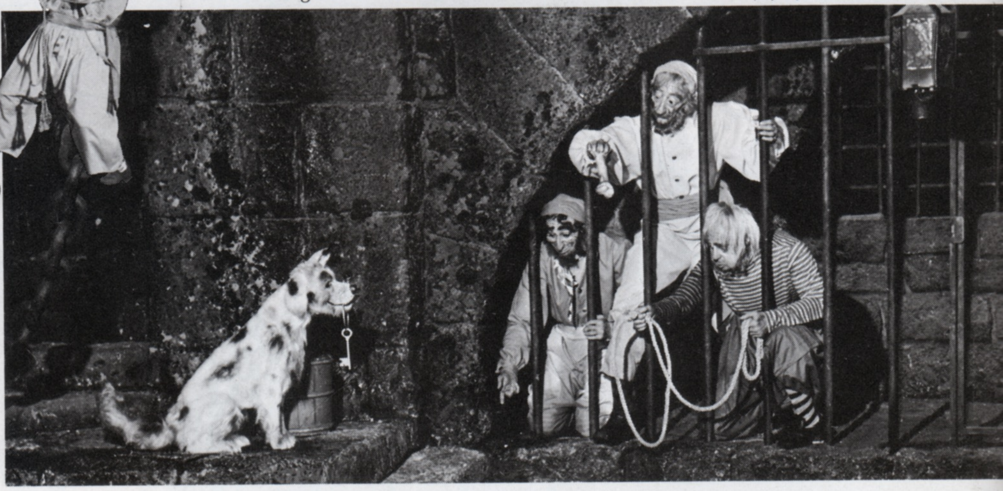
Laughing, singing, and shooting their guns into the air in sheer exuberance, the roistering pirates chase squealing maidens, harmonize with squealing pigs, toss wine casks at each other, and try to tempt hissing cats to join in the fun.

As the boats pass the scene of the burning city, the pirates join with a braying donkey and a howling dog to render their rollicking chantey at the top of their lungs.

"Yo ho, yo ho, a pirate's life for me!" they bellow, as flames crackle and piles of booty litter the street.



The hapless town magistrate is dunked by pirates for refusing to tell where the gold is hidden.



A bone for a key seems a fair exchange to these pirate jailbirds, but the friendly pup isn't so sure.

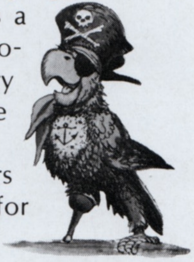
But not all the pirates are so fortunate. As the strain of the pirate's theme song fades with the view of the burning city, guests find themselves in the dungeon area. Here, while charred beams overhead threaten to collapse, a group of jailed brigands attempt to get the keys from a friendly dog, who wags his tail and stands his ground, key ring held firmly in his mouth.

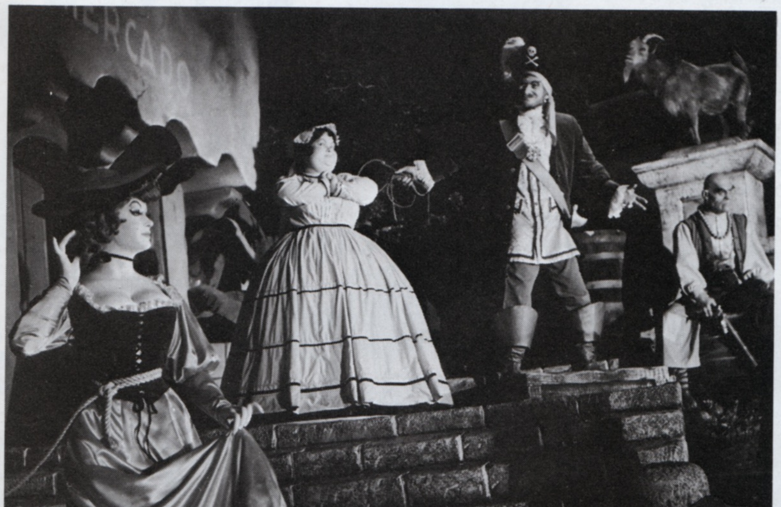
Swiftly, the boats pass through the town's arsenal and into the brightest scene of all. For here, where two Spanish guards sit firmly trussed together, is the enormous treasure of the town. Triumphant pirates sit midst towering heaps of glittering jewels, coins, and ropes of milky pearls.

Gleeful and inebriated with success, the plundering pirates scatter the treasure about and fire their weapons into the air. Ricocheting bullets zing off walls, falling dangerously near the passing boats, as a drunken parrot perched on a trunk sings his own version of the pirate song: "Yo ho, yo ho, a parrot's life for me . . . so, drink up me 'earties, yo ho!"

The pirate's expedition has ended in triumph, and as guests depart the final scene, a peg-legged, one-eyed pirate parrot with a tattoo on his close-clipped chest, warns disembarking adventurers to "keep a lookout for the movin' gangplank! Steady as she goes, lubbers! Ye'll be needin' yer sea legs on that rollin' gangplank."

Scheduled to open as a climax of Walt Disney Productions' 50th Anniversary Year, the "Pirates of the Caribbean" will remain the high point for visitors to Walt Disney World for years to come.





A pirate huckster auctions off the city's none-too-reluctant maidens in the town square.

Dead men tell no tales!

The Midnight Merchants of Holiday Magic

A Twist of Gingham, A Sprig of Holly, and Bells that Sing in the Night

The merriest season of the year is here. And, just as hearts seem somehow lighter, the beauty of the world seems heightened, brighter. Strangers smile at one another, music fills the air, and everywhere the eye alights upon garlands of greenery, sparkling trees, and windows spangled with the season's happy greetings.

At Disneyland and at Walt Disney World, where guests daily enjoy the shops, restaurants, and attractions, and where nary a designer or decorator is ever in sight, the splendor of the holiday transformation, especially on Main Street in the Theme Parks, seems to occur overnight.

And, in fact, it does. For even though window set designs, decorative materials, and landscape elements are planned and purchased many months in advance of the Christmas season, the actual "dressing" of the Parks for the holiday month of December must be done in the space of two weeks and only at night, long after the Parks' last visitors have departed.

"Actually," said one Walt Disney World decorator, "we begin thinking about the basic materials we'll need for our Christmas decorations in January—it's an ongoing, year-long process. For example, there are 48 shop windows on Main Street that must be decorated in turn-of-the-century Christmas fashion. It's not easy to find old-fashioned decorations today. We go to swap meets, antique sales, and search foreign catalogues for glass ornaments and silk ribbons.

"In Victorian America, many of the decorations were homemade. And so, we use gingham-bow wreathes, calico ornaments for indoor trees, and 'natural' things like cookie molds, little straw baskets, and garlands of fruit, candy, and popcorn."

At Disneyland, decorators have incorporated many of the Disney characters into the themed window displays for Christmas. In the Market House window on Main Street, for example, "Happy" and "Grumpy" are seen decorating a tree made of dill pickles and tart, red apples, while in another window shaped like a large piece of bread, "Sleepy" holds a giant knife and is surrounded by jars of jam and jelly. The label reads: "Spread a lot of joy with Sleepy's preserves."

After Disney artists have sketched the design for each window and after buyers have assembled all the materials, Disney artisans begin "fabricating" the thousands of bows, wreathes, and garlands in backstage workshops. Toward the end of November, the nighttime decorating activities begin.

Working from 8 in the evening until 6 in the morning, the dedicated decorators transform shop interiors and display windows, string several miles of garland high above Main Street, cover dozens of lamp posts with holly wreathes and bells, plant thousands of red, pink, and yellow pointsettias, and

Old-fashioned lamp posts on Main Street are decorated individually with sprigs of holly, bells, and ribboned wreathes.

Main Street is reflected in one of the giant ornaments on the Christmas tree in Town Square.

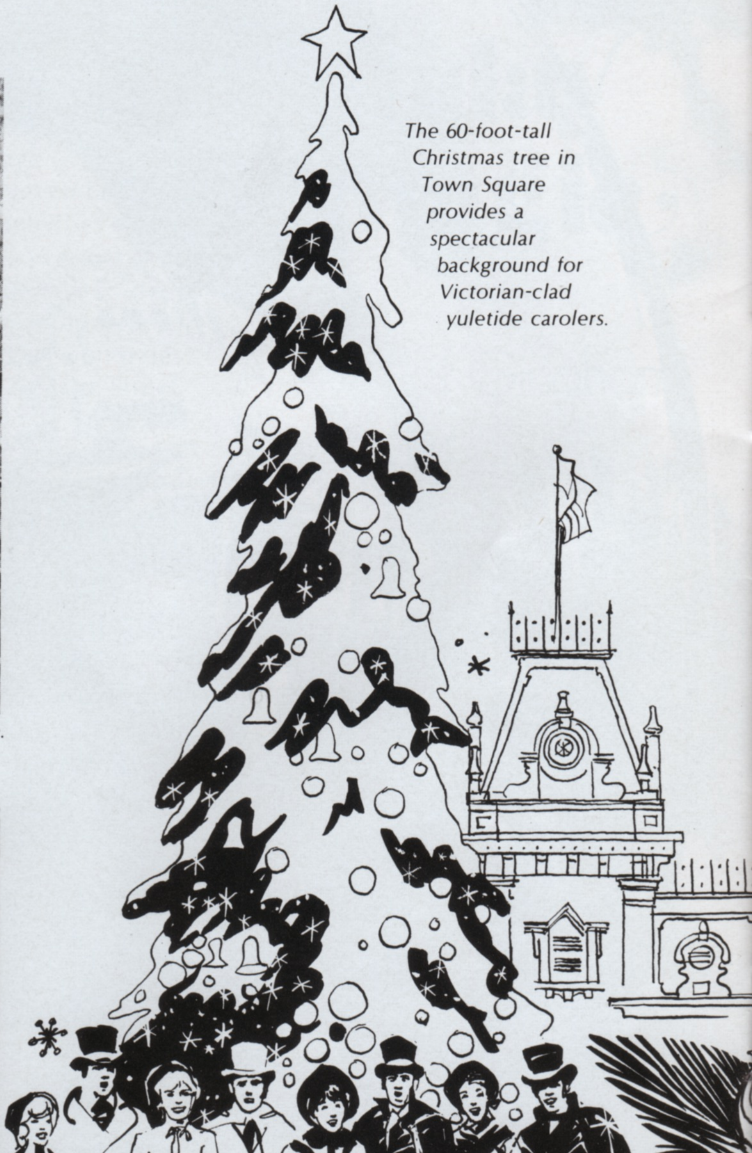
This Christmas window could well represent a scene from Santa's workshop, with elves busily preparing toys for Christmas stockings.

prepare Town Square for the arrival of the season's decorating highlight—a 60-foot-tall, White Fir Christmas tree.

"We go to the forests of Northern California in September and choose two of the tallest, most perfect trees we can find—one for Walt Disney World and one for Disneyland," said a Disney decorator. "By November, both trees are delivered to the Parks, and we begin the plugging, flocking, and decorating process. Each tree uses approximately 300 pounds of artificial snow, is covered with almost 3,000 ornaments of various shapes, sizes, and colors, and is strung with 2,750 lights on more than ¾-mile of cord."

By the first week in December, both Disneyland and Walt Disney World are picture-perfect fantasies of Christmastime splendor. And for the midnight merchants of holiday magic, whose hours of hard work make the illusion of instant Christmas beauty a reality, the pleasure on visitors' faces is ample reward for a job well done.

Guests line garlanded Main Street to watch the spectacular holiday parade.



The 60-foot-tall Christmas tree in Town Square provides a spectacular background for Victorian-clad yuletide carolers.

Disney decorators work long hours "backstage" fabricating Christmas decorations.

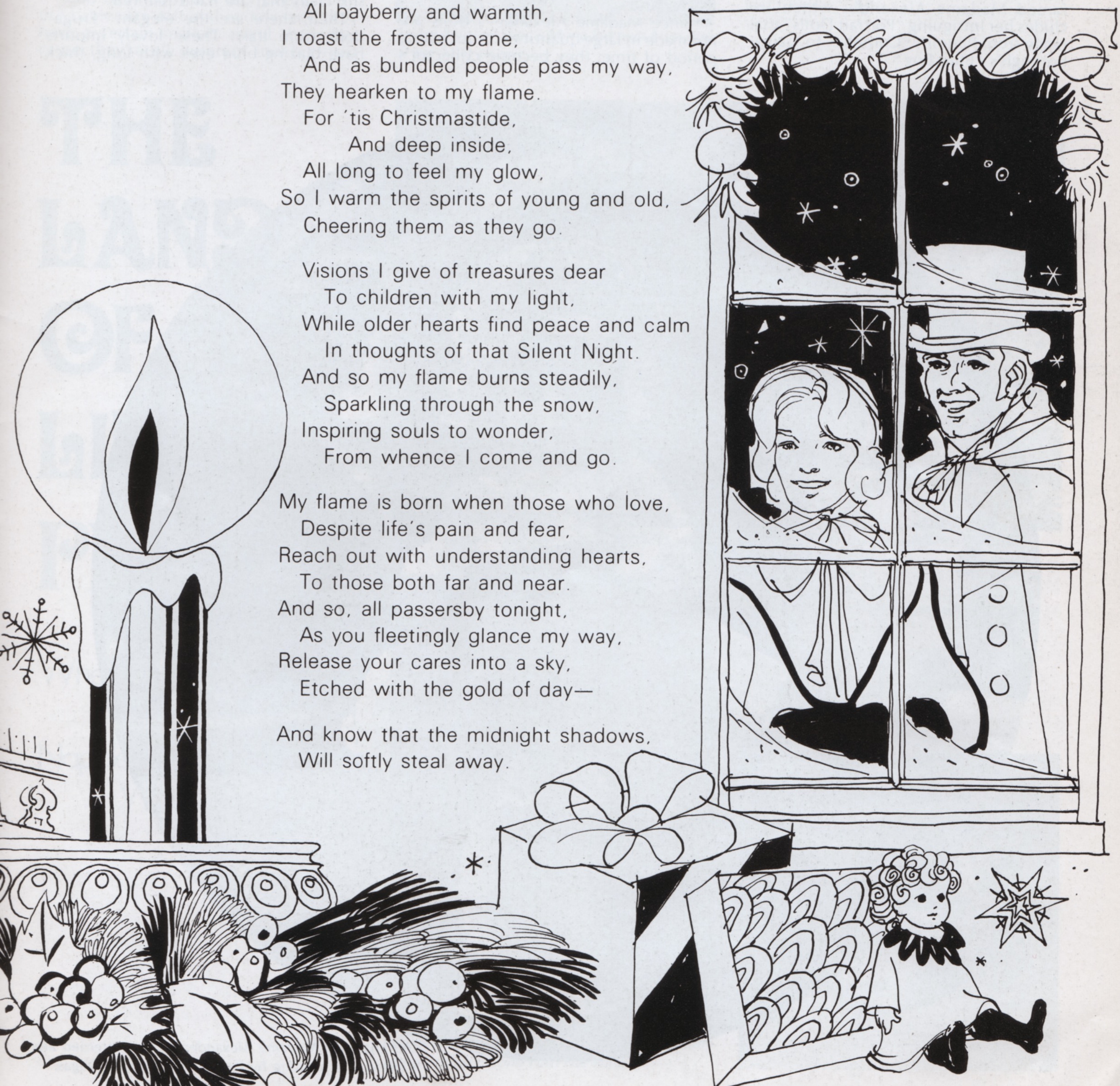
THE CHRISTMAS CANDLE

All bayberry and warmth,
I toast the frosted pane,
And as bundled people pass my way,
They hearken to my flame.
For 'tis Christmastide,
And deep inside,
All long to feel my glow,
So I warm the spirits of young and old,
Cheering them as they go.

Visions I give of treasures dear
To children with my light,
While older hearts find peace and calm
In thoughts of that Silent Night.
And so my flame burns steadily,
Sparkling through the snow,
Inspiring souls to wonder,
From whence I come and go.

My flame is born when those who love,
Despite life's pain and fear,
Reach out with understanding hearts,
To those both far and near.
And so, all passersby tonight,
As you fleetingly glance my way,
Release your cares into a sky,
Etched with the gold of day—

And know that the midnight shadows,
Will softly steal away.



"More than anything else," smiles Mona Baldwin of Disneyland's Tinker Bell Toy Shop, "I love dolls because they're just like little people. Their expressions are so real, that sometimes I expect them to talk to me.

"And I like dolls that are well-made because they hold their shape for a long time—and their features are unique. You know, it takes a lot of creativity to make a good doll. So our Toy Shop features only the best."

And Tinker Bell Toy Shop does feature only the finest quality dolls. For example, there's a collection of dolls made by the famed Madame Alexander which includes her intriguing "Portrait Dolls" that range from Renoir's "Cornelia" to Gainsborough's "Blue Boy."

Other Madame Alexander dolls found at the Toy Shop are patterned after classic characters like Jo from "Little Women" and Maria from "The Sound of Music." There's even a Scarlett O'Hara doll attired in the white-lace frock with kelly-green ribbons of velveteen that charmed the men at Tara so long ago.

"Madame Alexander's dolls are all hand-painted, and the variety of costumes, which are made of only the finest materials, are all hand-sewn because she is a perfectionist. Even her baby dolls are named and made with someone particular in mind," says Mona. "In fact, she made a Snow White, an Alice, a Cinderella, and a Tinker Bell doll exclusively for Disneyland.

"Since Madame Alexander's dolls are not made in large quantities, or for a long period of time, they become collector's items quite rapidly."

Other collector's items the Shop features are the "Nesbit" dolls from England. These dolls are all designed after famous historical personalities.

Nesbit features everyone from Madame Du Barry to Queen Elizabeth II. And all figures are authentically done to the tiniest detail.

"Henry VIII and all his wives are very popular," smiles Mona. "And some people return as often as once a week looking for these types of dolls."

Other popular dolls featured at the Toy Shop are the elaborate figures known as "Bed-and-Boudoir" dolls. Beauties dressed in gowns of all colors, they have silk faces that are hand-painted.

Then, there are the elegant "Fruga" dolls from Italy. These lovely imports have blazing blue eyes with long, thick

This charming Madame Alexander doll is patterned after a girl from a painting by famed French artist, Degas.

lashes. Dressed in period costumes, with faces framed in dainty ringlets, the dolls radiate a most charming quality.

From Spain, Tinker Bell Toy Shop features the "Marin" dolls. Dressed in satin dresses bordered with lace, their long, black net veils frame delicately-featured faces. So all dolls in the Shop, whether they're from Italy, England, Spain, or America, are beautiful and unique in their own way.

"Dolls don't have to be expensive or elaborate to be loved," says Mona. "Take the popular Raggedy Anns and Andys, they're just simple American folk dolls, but they've delighted people for ages. They never grow old.

"And baby dolls are very popular. All our babies are soft and cuddly, and they have a certain realism about them because they're all different looking—just like real babies and toddlers.

"Sometimes a little girl will come into the Shop and become immediately attracted to a doll that her mother finds terribly unappealing. But I always let the child hold it so that, perhaps, the mother can see how much the child loves it.

"After all, everyone has her own preference when it comes to choosing a doll. For instance, sometimes a doll strikes me as being too 'uppity' or bland, or it reminds me of someone I don't particularly care for. But I've always got to admit that all our dolls are precious treasures with personalities all their own."

And so it is. There is a doll for anyone at Disneyland. The unique little people of Tinker Bell Toy Shop wait to take a child—or anyone young at heart—to the land of make-believe. A land where joys, sorrows, and secrets are shared. And most importantly, a land where painted smiles last forever.

Tinker Bell Toy Shop's Mona Baldwin hugs one of her little people.

THE LAND OF THE LITTLE PEOPLE

Where Winston Churchill, Scarlett O'Hara, and Napoleon Bonaparte All Wait to Greet You.

Carrot-topped Raggedy Anns and Andys welcome all who enter their domain.

Madame Alexander's Scarlet O'Hara is dressed exactly like her counterpart in the 1939 motion-picture classic "Gone With The Wind".

"All our babies have a certain realism about them."

IN AND AROUND WALT DISNEY PRODUC-TIONS

Movies

. . . How do you make a sound like a magnet? Or a shimmering spider web or a passionate moose in love with a caboose? Jim Macdonald, who has done the sound effects at Disney Studios for thousands of animate and inanimate objects during his 40-year career, is a master of the auditory illusion. For example, in "Robin Hood," Disney's new animated cartoon feature, Jim was faced with the challenge of reproducing the sounds of arrows hitting their targets, gold coins trickling through the fingers of greedy Prince John, the marching feet of a troop of soldiers, and the pounding hooves of galloping horses. He met the challenge head on and succeeded admirably. And how was it done? A Jew's (jaw) harp twanged into an especially sensitive microphone resulted in a "boi-yoi-yoi-yoinnnnggg"—an arrow hitting its mark. Empty brass bullet shells dropped on a table sounded like gold coins should sound but do not. Pegs attached to rawhide strips and tied in the frame of a soft-drink case created the effect of a troop of soldiers marching by. And horses' hooves were created by pounding halves of coconut shells against a flat surface. Said Jim: "I stopped asking a long time ago what things would sound like if they had a sound. Now I just start working on it."

. . . "Paniolo," Walt Disney Productions' rousing screen adventure about the first cowboys on what were then the Sandwich Islands, was filmed on location on Kauai, the most exotic of the Hawaiian Islands. Starring James Garner as a shanghaied Texan who turns a bunch of happy-go-lucky islanders into hard-riding cowhands, "Paniolo" is scheduled for release in the summer of 1974.

. . . "The Art of Walt Disney," a 458-page volume devoted to the creative world of Walt Disney and published by Harry N. Abrams, Inc., is currently on sale at bookstores throughout the country. Filled with 739 illustrations—351 in full color—the book traces the career of Walt Disney from the debut of Mickey Mouse in 1928 through his many animated cartoon shorts and features to the realization of Disneyland and Walt Disney World. Benefiting from free access to the Disney archives, "The Art of Walt Disney" includes hundreds of previously unpublished drawings, paintings, and photographs. The prepublication price of $35 expires at the end of the year; thereafter, the 10⅜ x 13¼-size volume retails at $45.

Wonderful World of Disney

. . . Milestones are rare in any industry, but especially are they rare in the television industry, where series die by the dozen. Having begun its 20th year on TV this fall, "The Wonderful World of Disney" is currently television's longest-running prime-time show. Originally aired on ABC-TV (1954–1961) before moving to NBC, the Sunday-night anthology is only three years shy of catching TV's all-time champ, "The Ed Sullivan Show." Winner of seven Emmy Awards during its 20 years, "World of Disney" owes its longevity to the high quality of shows presented and to its anthology format, which endears the program to young and old alike. On the basis of fine performance, NBC-TV renewed the show through the 1975–76 season. Disney in turn granted an option to the network to extend the series through 1978.

Disneyland

. . . Special entertainment events to watch for this winter.

FANTASY ON PARADE

December 21–January 1

The highlight of Disneyland's winter season is this spectacular parade, which features a host of famous Disney characters in a gala cavalcade of colors and sounds. The parade, which features new units this year, is held at 2:00 and 9:00 p.m. daily except on December 21, 24, 25, 31, and January 1. On these days, the parade is at 2:00 p.m. only.

NEW YEAR'S EVE PARTY

December 31

From 8:30 p.m. to 2:30 a.m., Disneyland guests can ring out the old

MICKEY MOUSE
Happy New

year and bring in the new during this exciting New Year's Eve Party, which features a full evening of listening and dancing to top-name entertainers and a spectacular fireworks display at midnight. (Special tickets for this event, which also include unlimited use of all Disneyland attractions except shooting galleries, must be purchased in advance.)

SMALL WORLD DAYS

January 12 & 13

Disneyland takes on an international flavor during this weekend salute to the music, dances, and customs of many different nations. Special entertainment is planned for all Disneyland stages.

VALENTINE PARTY

February 9

From 8:30 p.m. to 1:30 a.m., the beat goes on, and on, and on as Disneyland features top-name recording groups for an evening of listening and dancing fun. (Special tickets for this event, which also include unlimited use of all Disneyland attractions except shooting galleries, must be purchased in advance.)

STAR-SPANGLED HOLIDAYS

February 16, 17, & 18

A salute to America's heritage is the theme of this three-day holiday weekend. Featured are guest entertainers and performances by choirs and bands.

Walt Disney World

. . . Special events to enjoy during the winter season.

"PIRATES OF THE CARIBBEAN" GRAND OPENING

December 15 & 16

Located adjacent to Adventureland in the Caribbean Plaza, this $20-million attraction sweeps guests into the exciting world of the swashbuckling pirates who once plundered the ports of the Spanish Main.

HOLIDAY FANTASY

December 15-January 1

Colorful decorations and special entertainment are featured throughout Walt Disney World. Highlight of the Christmas season is the Holiday Parade in the Magic Kingdom theme park. Filled with spectacular floats, toy soldiers, and special Christmas characters and scenes, the parade can be seen at 9:00 p.m. on December 15 through 23; at 2:00 p.m. on December 24 and 31; and at 2:00 and 9:00 p.m. on December 25 through 30.

NEW YEAR'S EVE CELEBRATIONS

December 31

Special parties with top-name entertainment will be held in the Magic Kingdom theme park (open until 2:00 a.m.), the Papeete Bay Verandah and the Luau Cove at the Polynesian Village hotel, the Top of the World at the Contemporary Resort, and at the Walt Disney World Golf Resort Hotel. A spectacular fireworks display, visible throughout the "Vacation Kingdom," will usher in the New Year.

SALUTE TO CANADA

January 7-13

Week-long celebration in honor of our neighbor country highlighted by parades, concerts, and Canadian entertainment in the Magic Kingdom theme park.

SMALL WORLD DAYS

January 19 & 20

Themed entertainment groups, special "Small World" parades, and artists who perform with an international flair fill the Magic Kingdom theme park during the second annual "Small World Days."

"I AM AN AMERICAN" HOLIDAYS

February 16-18

Special ceremonies, colorful parades, and entertainment highlight this three-day salute to the glory of America's heritage.

Music and Records

. . . Four new 12" LP Christmas records have been released on the Disneyland record label just in time for the holiday season. Included in the new releases is "The Sounds of Christmas," a unique record produced in cooperation with the Sound Effects Department of the Disney Studio which features more than 100 of the familiar holiday sounds, two new Christmas songs, and a narrated story of a family enjoying Christmas Eve. Other Christmas records include: "Christmas Carols from all of us to all of you," "A Christmas Adventure in Disneyland," and "Disney Christmas Favorites—The Mouse Concert Plus Other Yuletide Favorites."

MAGIC KINGDOM CLUB

Disneyland

PHONE: (213) 626-8605 or (714) 533-4456 Ext. 703

SPECIAL MAGIC KEY TICKET BOOKS NOT AVAILABLE TO THE GENERAL PUBLIC

Includes Admission and ANY 11 Attractions of Your Choice.

	Value	Box Office Price
ADULT	($13.35)	**$5.25**
JUNIOR (12 thru 17)	($12.35)	**$4.75**
CHILD (3 thru 11)	($ 9.25)	**$4.25**

Available ONLY to Magic Kingdom Club Members. Present Magic Kingdom Club card at main entrance box office.

Effective through May 31, 1974

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE!

GENERAL ADMISSION ONLY

Entitles guests to admission to **Disneyland,** its free shows, exhibits, and entertainments, and to visit the seven "theme" lands.

ADULT	**$4.00**
JUNIOR (12 thru 17)	**$3.00**
CHILD (3 thru 11)	**$1.00**

MAGIC KINGDOM CLUB DISNEYLAND MINI-VACATION

NOT AVAILABLE TO THE GENERAL PUBLIC (Advance reservations required)

	Adult (Per Person)	**Junior*** (Per Person)	**Child*** (Per Person)
2 NIGHTS 2 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person)	**$46.50**	**$ 9.50**	**$ 8.50**
3 Nights 3 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person) Choice of one (1) of the "Goodtime Features" (per person)	**$67.50**	**$13.00**	**$10.75**
4 Nights 4 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person) Choice of two (2) of the "Goodtime Features" (per person)	**$88.00**	**$16.50**	**$13.00**

*Occupying room with adults

Goodtime Features

1) Admission to Japanese Village & Deer Park
2) Knott's Berry Farm - Admission & 6 ride ticket book
3) Admission to Lion Country Safari
4) Admission to Marineland of the Pacific
5) Queen Mary - Upper Deck tour and admission to Jacques Cousteau's Living Sea
6) Universal Studios Tour
7) Lunch or Dinner in one of Disneyland's many restaurants

For each room reserved, a minimum of two adult rates is required. Full payment may be made at time reservation is made, but must be made fourteen (14) days prior to arrival. In the event of cancellation, full refund will be made if cancellation occurs more than five (5) days prior to scheduled arrival.

Effective through December 31, 1974. Prices subject to change without notice

Special Note

Advance reservations must include your MKC Chapter number, and membership card must be presented at time of hotel registration.

For Reservations: Write WALT DISNEY TRAVEL CO.
Plaza Building
1150 West Cerritos
Anaheim, California 92802
or Phone: (714) 956-5000

MAGIC KINGDOM CLUB

Disneyland

OPERATING HOURS

REGULAR TICKET BOOKS AVAILABLE TO THE GENERAL PUBLIC

COUPON MAKE-UP

	A 10c	B 25c	C 40c	D 70c	E 85c	General Admission Ticket
11-Ride	(1)	(1)	(2)	(3)	(4)	(1)
15-Ride	(1)	(2)	(3)	(4)	(5)	(1)

11-RIDE TICKET BOOK	Value	Box Office Price
ADULT	($10.65)	**$5.50**
JUNIOR (12 thru 17)	($ 9.65)	**$5.00**
CHILD (3 thru 11)	($ 7.25)	**$4.50**
15-RIDE TICKET BOOK		
ADULT	($12.85)	**$6.50**
JUNIOR (12 thru 17)	($11.85)	**$6.00**
CHILD (3 thru 11)	($ 9.35)	**$5.50**

DECEMBER 1973

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1 OPEN 9-7
2 OPEN 9-7	**3** CLOSED	**4** CLOSED	**5** OPEN 10-6	**6** OPEN 10-6	**7** OPEN 10-6	**8** OPEN 9-7
9 OPEN 9-7	**10** CLOSED	**11** CLOSED	**12** OPEN 10-6	**13** OPEN 10-6	**14** OPEN 10-6	**15** OPEN 9-7
16 OPEN 9-7	**17** OPEN 10-6	**18** OPEN 10-6	**19** OPEN 10-6	**20** OPEN 10-6	**21** OPEN 9-12 Candlelight Procession 6 PM Fantasy On Parade 9 PM	**22** OPEN 9-12 Candlelight Procession 6 PM Fantasy On Parade 2 & 9 PM
23 OPEN 9-12 Fantasy On Parade 2 & 9 PM	**24** OPEN 9-6 Fantasy On Parade 2 PM	**25** OPEN 10-7 Christmas Day Fantasy On Parade 2 PM	**26** OPEN 8-12 Fantasy On Parade 2 & 9 PM	**27** OPEN 8-12 Fantasy On Parade 2 & 9 PM	**28** OPEN 8-12 Fantasy On Parade 2 & 9 PM	**29** OPEN 8-12 Fantasy On Parade 2 & 9 PM
30 OPEN 8-12 Fantasy On Parade 2 & 9 PM	**31** OPEN 9-7 Fantasy On Parade 2 PM New Year's Party 8:30 PM-2:30 AM					

JANUARY 1974

		1 OPEN 9-7 New Year's Day Fantasy On Parade 2 PM	**2** OPEN 10-6	**3** OPEN 10-6	**4** OPEN 10-6	**5** OPEN 9-7
6 OPEN 9-7	**7** CLOSED	**8** CLOSED	**9** OPEN 10-6	**10** OPEN 10-6	**11** OPEN 10-6	**12** OPEN 9-7 Small World Days
13 OPEN 9-7 Small World Days	**14** CLOSED	**15** CLOSED	**16** OPEN 10-6	**17** OPEN 10-6	**18** OPEN 10-6	**19** OPEN 9-7
20 OPEN 9-7	**21** CLOSED	**22** CLOSED	**23** OPEN 10-6	**24** OPEN 10-6	**25** OPEN 10-6	**26** OPEN 9-7
27 OPEN 9-7	**28** CLOSED	**29** CLOSED	**30** OPEN 10-6	**31** OPEN 10-6		

FEBRUARY 1974

					1 OPEN 10-6	**2** OPEN 9-7
3 OPEN 9-7	**4** CLOSED	**5** CLOSED	**6** OPEN 10-6	**7** OPEN 10-6	**8** OPEN 10-6	**9** OPEN 9-7 Valentine Party 8:30 PM-1:30 AM
10 OPEN 9-7	**11** CLOSED	**12** OPEN 10-7 Lincoln's Birthday	**13** OPEN 10-6	**14** OPEN 10-6	**15** OPEN 10-6	**16** OPEN 9-12 Star-Spangled Holidays
17 OPEN 9-12 Star-Spangled Holidays	**18** OPEN 9-7 Washington's Birthday Star-Spangled Holidays	**19** CLOSED	**20** OPEN 10-6	**21** OPEN 10-6	**22** OPEN 10-6	**23** OPEN 9-7
24 OPEN 9-7	**25** CLOSED	**26** CLOSED	**27** OPEN 10-6	**28** OPEN 10-6		

REMINDER

A BRAND NEW NATIONWIDE BENEFIT FOR MKC MEMBERS

Now all Magic Kingdom Club Members receive **a 20% DISCOUNT on any standard size car AT ALL HERTZ RENT-A-CAR LOCATIONS!**

That's right! Just present your Membership Card at the Hertz counter upon arrival, and you will receive your 20% discount on any standard size Hertz car.

Hertz®

MAGIC KINGDOM CLUB

© Walt Disney Productions

MAGIC KINGDOM CLUB

Walt Disney World

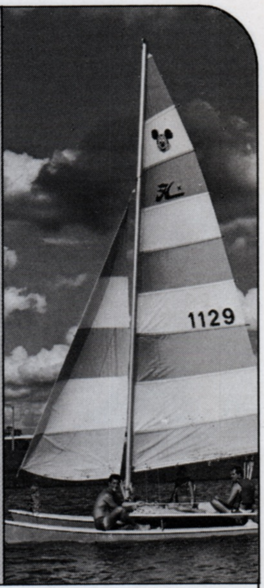
PHONE: (305) 828-3333

SPECIAL MAGIC KEY TICKET BOOKS NOT AVAILABLE TO THE GENERAL PUBLIC

Includes use of WDW Transportation System (Monorails, ferryboats, and trams) for one day, "Magic Kingdom" Theme Park admission, and ANY 8 attractions of your choice.

	Value	Box Office Price
ADULT	($11.70)	**$5.50**
JUNIOR (12 thru 17)	($10.70)	**$5.00**
CHILD (3 thru 11)	($ 7.90)	**$4.50**

Available ONLY to Magic Kingdom Club Members. Present Magic Kingdom Club card at main entrance box office.
Effective through May 31, 1974
ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE!



GENERAL ADMISSION ONLY

Walt Disney World General Admission includes use for one day of the transportation systems (Monorails, ferryboats, and trams), admission to "Magic Kingdom" Theme Park and all free shows, exhibits, and entertainment.

ADULT	**$4.50**
JUNIOR (12 thru 17)	**$3.50**
CHILD (3 thru 11)	**$1.50**

SPECIAL MAGIC KINGDOM CLUB VACATION ADVENTURES

NOT AVAILABLE TO THE GENERAL PUBLIC (Advance reservations required)

VACATION KINGDOM HOLIDAY

Includes, per person

. . . Accommodations for 3 nights at either the Contemporary Resort or the Polynesian Village themed resort-hotels.
. . . 4 days, use of the WALT DISNEY WORLD Transportation System (monorails, mini buses, motor launches and ferryboats) connecting Walt Disney World resort-hotels, Fort Wilderness Campground resort and the Magic Kingdom Theme Park.
. . . 2 Magic Kingdom Club "WALT DISNEY WORLD Ticket Books."
. . . Admission to the World Cruise.
. . . 1 additional Magic Kingdom General Admission.
. . . Coupons good for choice of 3 of the following:

Boating
Horseback Riding
Luncheon Buffet
Additional Magic Kingdom Club Ticket Book
Moonlight Cruise

Per-Person Rates (including tax)	**PRICE**
ADULT (double occupancy)	**$ 88.00**
*JUNIOR (12 thru 17)	**$ 26.00**
*CHILD (3 thru 11)	**$ 22.00**
SINGLE OCCUPANCY	**$147.00**

*Occupying room with adults

Accommodations are resort-sized rooms designed to sleep up to four people comfortably.

GOLF VACATION

Includes, per person

. . . 3 nights' accommodations at the Golf Resort Hotel.
. . . 4 days' use of the transportation system (monorails, ferries, launches, minibuses).
. . . 2 days of unlimited golf on either the Palm or Magnolia Courses . . . including electric golf cart.
. . . Walt Disney World Golf Hat.
. . . One Magic Kingdom Club Ticket Book.
. . . Admission to the World Cruise.
. . . Coupon good for choice of one of the following:
— Dinner at a Polynesian Luau, the Golf Resort Hotel, the Contemporary Resort Hotel, or the Polynesian Hotel.
— One day of unlimited golf, including electric golf cart.
— An hour's use of a mini-speedboat on the lakes of Walt Disney World.

Per-Person Rates (including tax)	**PRICE**
ADULT (double occupancy)	**$103.00**
*JUNIOR (12 thru 17)	**$ 43.00**
*CHILD (3 thru 11)	**$ 38.00**
SINGLE OCCUPANCY	**$162.00**

*Occupying room with adults.

GENERAL INFORMATION (for above)

Effective through December 31, 1974. Prices subject to change without notice.

Check-in Time — 3:00 PM Check-out Time — 12:00 noon.

For each room reserved, a minimum of two adult rates is required. A deposit of $38 per room will be requested upon confirmation. The balance is due 21 days prior to arrival. In the event of cancellation, full refund will be made if cancellation occurs more than 5 days prior to scheduled arrival.

Special Note

Advanced reservations must include your MKC Chapter number, and membership card must be presented at time of hotel registration.

Additional Nights

Additional nights, subject to availability, $38 per room, per night. This rate applies for either single or double occupancy. There is no charge for children 17 years and under occupying room with adults. The charge for each adult over two per room is $4 per night.

Prices subject to applicable taxes.

For Reservations:

Write WALT DISNEY WORLD Central Reservations
P.O. Box 78T, Lake Buena Vista, Florida 32830
or Phone: (305) 824-8000

MAGIC KINGDOM CLUB

Walt Disney World

OPERATING HOURS

REGULAR TICKET BOOKS AVAILABLE TO THE GENERAL PUBLIC

COUPON MAKE-UP	A 10c	B 25c	C 50c	D 75c	E 90c	General Admission Ticket	Transportation Ticket
8-Ride	(1)	(1)	(1)	(2)	(3)	(1)	(1)
12-Ride	(1)	(1)	(2)	(4)	(4)	(1)	(1)

	Value	Box Office Price
8-RIDE TICKET BOOK		
ADULT	($9.55)	**$5.75**
JUNIOR (12 thru 17)	($8.55)	**$5.25**
CHILD (3 thru 11)	($6.25)	**$4.75**
12-RIDE TICKET BOOK		
ADULT	($12.45)	**$6.75**
JUNIOR (12 thru 17)	($11.45)	**$6.25**
CHILD (3 thru 11)	($ 9.05)	**$5.75**

MOTOR INN PLAZA VACATION PLAN

The Motor Inn Plaza consists of four new high-rise hotels, located in Lake Buena Vista, the first community in Walt Disney World. A special Magic Kingdom Club plan has been developed which consists of accommodations for three nights, Theme Park ticket media, and round trip shuttle bus coupons.

Cost Per Person:

ADULT (double occupancy)	**$58.00**
*JUNIOR (12 thru 17)	**$13.00**
*CHILD (3 thru 11)	**$12.00**

*Occupying room with adults

For those of you staying less than three nights, your Magic Kingdom Club card is good for a 10% discount, year-round, on accommodations only at the four Motor Inn Plaza Hotels.

MAGIC KINGDOM CLUB CAMPING JAMBOREE

Includes, per person:

3 Nights at a Fort Wilderness Campsite

2 Magic Kingdom Club Theme Park Ticket Books

4 Days' use of the transportation system (Monorails, Minibuses, Motor Launches and Ferryboats) connecting WALT DISNEY WORLD Hotels, Fort Wilderness Campgrounds and Magic Kingdom Theme Park

1 Additional Magic Kingdom General Admission

Admission to the World Cruise

Coupons good for choice of two of the following:

...Boating
...Horseback Riding
...Luncheon
...Moonlight Cruise
...One Magic Kingdom Club Walt Disney World Ticket Book

Advance reservations must include your MKC Chapter number, and membership card must be presented at time of registration.

A deposit of $12 per campsite will be required upon confirmation. The balance is due 21 days prior to arrival. In the event of cancellation, full refund will be made if cancellation occurs more than 5 days prior to scheduled arrival.

Effective through December 31, 1974. Prices are subject to change without notice.

Campsite Cost 3 Nights at $12 Per Night—$36.00, plus tax.

Cost Per Person in Addition to Campsite Cost (including tax)		
	ADULT	**$22.00**
	JUNIOR	**$20.00**
	CHILD	**$17.00**

When making reservations for either of the above, and/or for further information, please write:

WALT DISNEY WORLD Central Reservations
P.O. Box 78T, Lake Buena Vista, Florida 32830
or Phone: (305) 824-8000

Be sure to identify yourself as a Magic Kingdom Club member, and give your chapter number, when making reservations.

© Walt Disney Productions

DECEMBER 1973

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1 OPEN 9-7 WDW Golf Tournament
2 OPEN 9-7	**3** OPEN 9-7	**4** OPEN 9-7	**5** OPEN 9-7	**6** OPEN 9-7	**7** OPEN 9-7	**8** OPEN 9-7
9 OPEN 9-7	**10** OPEN 9-7	**11** OPEN 9-7	**12** OPEN 9-7	**13** OPEN 9-7	**14** OPEN 9-7	**15** OPEN 9-10 Candlelight Procession 7 PM Holiday Parade 9 PM
16 OPEN 9-10 Candlelight Procession 7 PM Holiday Parade 9 PM	**17** OPEN 9-10 Holiday Parade 9 PM	**18** OPEN 9-10 Holiday Parade 9 PM	**19** OPEN 9-10 Holiday Parade 9 PM	**20** OPEN 9-10 Holiday Parade 9 PM	**21** OPEN 9-10 Holiday Parade 9 PM	**22** OPEN 9-10 Holiday Parade 9 PM
23 OPEN 9-10 Holiday Parade 9 PM	**24** OPEN 9-6 Holiday Parade 2 PM	**25** OPEN 10-10 Christmas Day Holiday Parade 2 & 9 PM	**26** OPEN 8-12 Holiday Parade 2 & 9 PM	**27** OPEN 8-12 Holiday Parade 2 & 9 PM	**28** OPEN 8-12 Holiday Parade 2 & 9 PM	**29** OPEN 8-12 Holiday Parade 2 & 9 PM
30 OPEN 8-12 Holiday Parade 2 & 9 PM	**31** OPEN 8 PM-2 AM Holiday Parade 2 PM New Year's Party					

JANUARY 1974

		1 OPEN 9-8 New Year's Day	**2** OPEN 9-8	**3** OPEN 9-8	**4** OPEN 9-8	**5** OPEN 9-7
6 OPEN 9-7	**7** OPEN 9-7 Salute to Canada	**8** OPEN 9-7 Salute to Canada	**9** OPEN 9-7 Salute to Canada	**10** OPEN 9-7 Salute to Canada	**11** OPEN 9-7 Salute to Canada	**12** OPEN 9-7 Salute to Canada
13 OPEN 9-7 Salute to Canada	**14** OPEN 9-7	**15** OPEN 9-7	**16** OPEN 9-7	**17** OPEN 9-7	**18** OPEN 9-7	**19** OPEN 9-7 Small World Days
20 OPEN 9-7 Small World Days	**21** OPEN 9-7	**22** OPEN 9-7	**23** OPEN 9-7	**24** OPEN 9-7	**25** OPEN 9-7	**26** OPEN 9-7
27 OPEN 9-7	**28** OPEN 9-7	**29** OPEN 9-7	**30** OPEN 9-7	**31** OPEN 9-7		

FEBRUARY 1974

					1 OPEN 9-7	**2** OPEN 9-7
3 OPEN 9-7	**4** OPEN 9-7	**5** OPEN 9-7	**6** OPEN 9-7	**7** OPEN 9-7	**8** OPEN 9-7	**9** OPEN 9-7
10 OPEN 9-7	**11** OPEN 9-8	**12** OPEN 9-8	**13** OPEN 9-8	**14** OPEN 9-8	**15** OPEN 9-8	**16** OPEN 9-8 "I Am An American" Celebration
17 OPEN 9-8 "I Am An American" Celebration	**18** OPEN 9-10 "I Am An American" Celebration	**19** OPEN 9-10 "I Am An American" Celebration	**20** OPEN 9-10	**21** OPEN 9-10	**22** OPEN 9-8	**23** OPEN 9-8
24 OPEN 9-8	**25** OPEN 9-8	**26** OPEN 9-8	**27** OPEN 9-8	**28** OPEN 9-8		

DISNEYLAND
1313 HARBOR BLVD.
ANAHEIM, CALIF.

ADDRESS CORRECTION
REQUESTED

C4 01 09306CCMEXX4164AJ SPR 74
JEAN CAMERON
P O BOX 416
SANTA PAULA
CA 93060

BULK RATE
U. S. POSTAGE
PAID
LOS ANGELES, CALIF.
PERMIT NO. 26306